

MIGHTY EMPIRES



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MIGHTY EMPIRES

It is probably the ultimate ambition of every accomplished Warhammer player to take part in a large, well-organised campaign. What gamer could resist the chance to command the army of an entire nation? How can single battle compare with the thrill of conquering cities, subjugating wild tribes, and defeating the armies of rival empires?

The wargames campaign provides players with a means of linking together all the intricate military problems of maps, supplies, movement and diplomacy. Mighty Empires allows Warhammer players to create their own map using the specially designed map tiles, and to recreate new maps as many times as they like. The map tiles also provide the basis for all supply and movement rules, allowing armies to conquer far and wide as the players' empires expand. When armies clash it is time to transfer the action to a tabletop using the conventional Warhammer Battle rules. As part of the campaign the battle game assumes a far greater significance – whole empires may rise or fall depending on the outcome! Because players may not wish to fight each and every minor conflict, the campaign rules provide an alternative system for working out battles on paper.

'You handle an army with elegance my Lord. Your considered ruses fool the foe and you are lucky at dice. Oh Prince! These are but parlour games... can you wield an Empire?'

Lecture for an Insignificant Princeling by Inuendo Machiavenni

GAME SET-UP

Mighty Empires contains the following components:

1 Rule book	Dice
112 Hexagonal Map Tiles	Strategic Battle cards
15 City models	15 Fortress models
45 Village models	45 Army pieces (banners)
15 Ship models	15 Dragon models
162 Territory markers	24 Razed territory markers
45 Espionage counters	9 Spell markers
76 Baggage markers	1 Sheet of self-adhesive flags

Remove the plastic pieces from their containing sprue. Apart from the dragon and the army pieces, the models consist of two pieces. The ship sails fix into the ship, and the flag poles fix into the city, village and fortress pieces – glue is not required and is not recommended as it may be necessary to swap flag poles from one type of settlement to another.

The coloured self-adhesive flags are used to identify each player's pieces and correspond with the territory marker sets. Coloured flags with identical symbols both sides are fastened around the flag poles – these indicate which player controls the settlement. Flags which have a number on one side and symbol on the other fix around the standard on the army pieces – the numbers distinguish one piece from another. The ships are identified by the numbered stickers of the appropriate colour – these fix onto the ship's sail. Note that as there was sufficient space on the self-adhesive sheet we have provided more flags than required, including numbered sets up to 18 for the army banners and

ships. Additional pieces for the Mighty Empires game are available from Games Workshop.



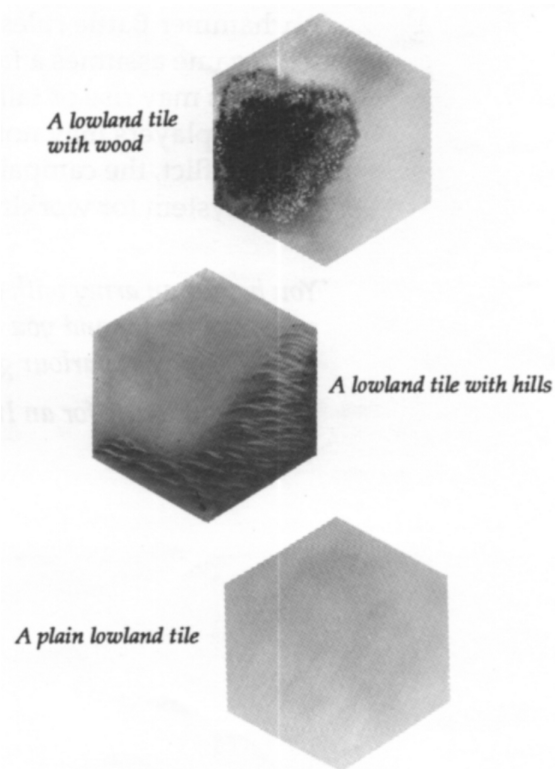
THE MAP

The Mighty Empires game map is made from the hexagonal map tiles. By placing the tiles together a fantasy landscape of great mountain chains, rolling plains, mighty rivers and wave-swept coasts is created. Mountain springs will form rivers, rising in the highlands and flowing down to the sea. Wide plains spread out to foothills, broken here and there by thick forests. River mouths will open up into jagged coastlines enclosing the heartlands of rival nations. Because the tiles may be laid down in countless different ways, the map will be different each time you play Mighty Empires.

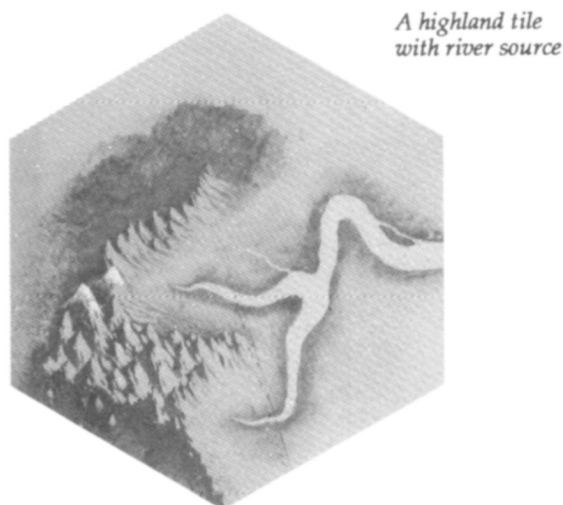
There are four different packs of map tiles and each represents one of four different predominant terrain types: Lowland, River Valley, Coastal and Highland. The tiles can be identified by their reverse sides.

THE TILES

Lowland tiles include open plains, forests and low hills. Some tiles are entirely covered with one type of terrain, while others show a fair mixture of several different types. Although some lowland tiles include hills, none contain mountains.

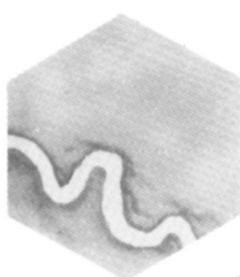


Highland tiles are covered with hills and mountains, but will usually also include areas of plain or forest. Some highlands contain *river sources*, as shown by the blue river line running off one side.

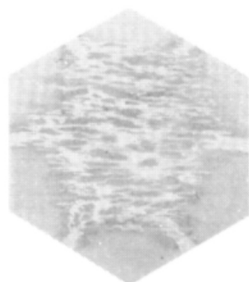
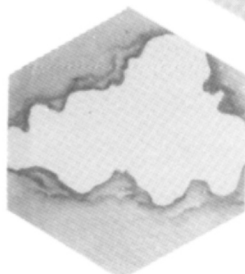
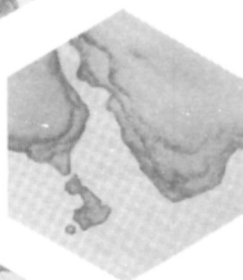


A highland tile with river source

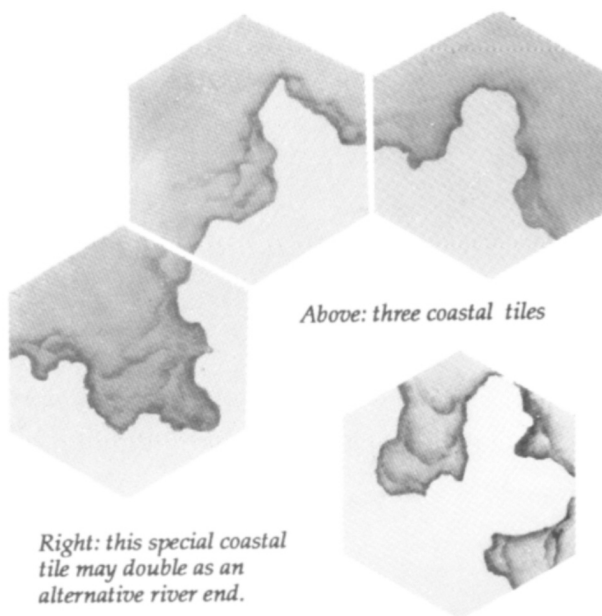
River Valley tiles contain a stretch of river running from one edge to another. Some tiles show a river outlet and an area of coast, these are *river end* tiles which are used to join the river to the sea. There are also special *swamp* and *lake* tiles - these are discussed later.



Left: a river valley tile. Below: three types of river outlet, a river end, lake and swamp.



Coastal tiles contain a stretch of coast. These tiles are laid to form coastlines, complete with inlets, promontories and other typical coastal features. You will notice that some of the coastal tiles contain inlets which are similar to river endings in the river valley pack. These serve a dual role in that they can be used to represent ordinary indentations in the coast or denote river endings if necessary.



Above: three coastal tiles

Right: this special coastal tile may double as an alternative river end.

TILE EDGES

Every tile has 6 edges. Each edge is clearly marked or coloured with one specific kind of terrain. Each type of terrain matches with one of the pack types.

Terrain	Edge Colour and Design	Matching Tile Pack
Mountain	Brown	Highland
Hill	Brown/Green	Highland or Lowland
Plain	Green	Lowland
Forest	Dark Green	Lowland
River	Blue River	River Valley
Coast	Half Blue	Coastal
Sea	Blue	Sea
Swamp	Green/Blue	Lowland or River Valley

Capital Tiles. These are the tiles marked with a circle indicating the possible positions of players' capital cities. The tiles are treated exactly like highland, lowland, coastal or river valley tiles, depending on the pack they come from.



Open Sea Tiles. These tiles represent the deep ocean, where storms can be extremely hazardous, where winds becalm a ship or take it way off course, or where inexperienced seamanship can quickly lead to a ship capsizing or losing its masts.

THE GAME MAP

The game map can be laid out by one or more people. To begin with, design a few maps by yourself. Once you have the hang of things, you can invite a few players to participate in creating a map for your game. The method described below shows how you can lay out your map using just a few simple rules. You do not have to use these or any rules at all to make your map, you can place the tiles entirely at your own discretion if you prefer.

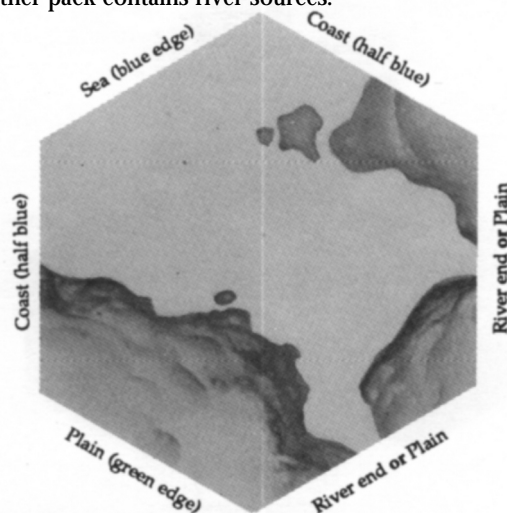
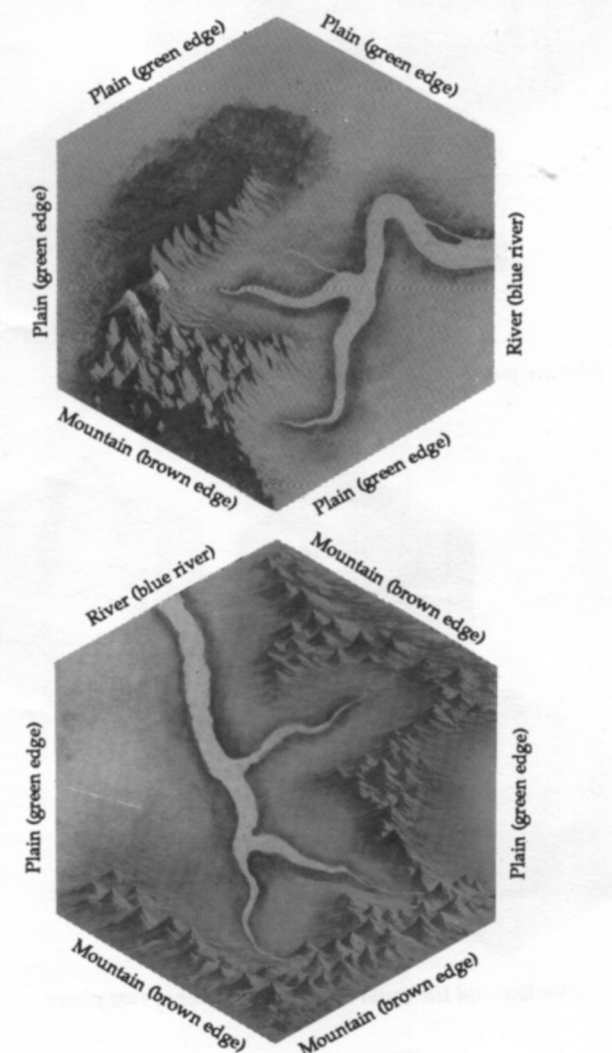
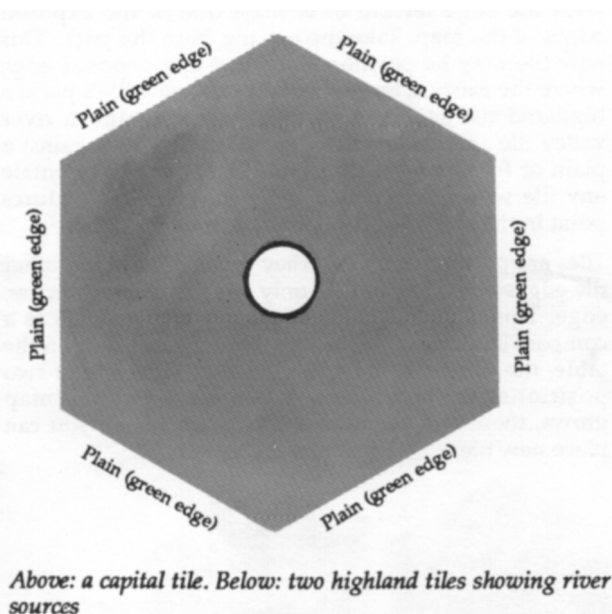
DIVIDE THE FOUR PACKS

Sort the map tiles into their four separate packs: highland, lowland, coastal and river valley, then shuffle each pack and place them face down beside you. You will need about four feet square to lay out the map, so make sure you have ample space before you begin.

PLACE THE FIRST TILE

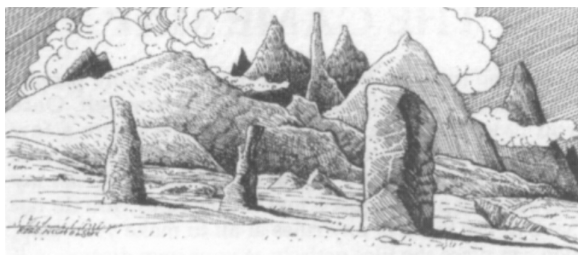
Take a map tile from the *highland* pack and place it face up in the centre of your area. As this is a highland tile it will have mountains or other upland areas marked on it. Orient the tile so that the mountain peaks point directly upwards. Note that mountain peaks always point towards one of the corners of the tile and not the flat edges. Highland features are coloured in shades of brown. The tile may also have areas of lowland, as shown by any green areas on the tile. It is also possible that the tile will show a river source as indicated by a blue river line flowing off one edge.

A highland tile is placed first because this pack contains river sources as well as plain and mountain edges. No other pack contains river sources.



Above: a river ending tile from the River Valley pack. This tile has two alternative positions for the river end.

GAME SET-UP

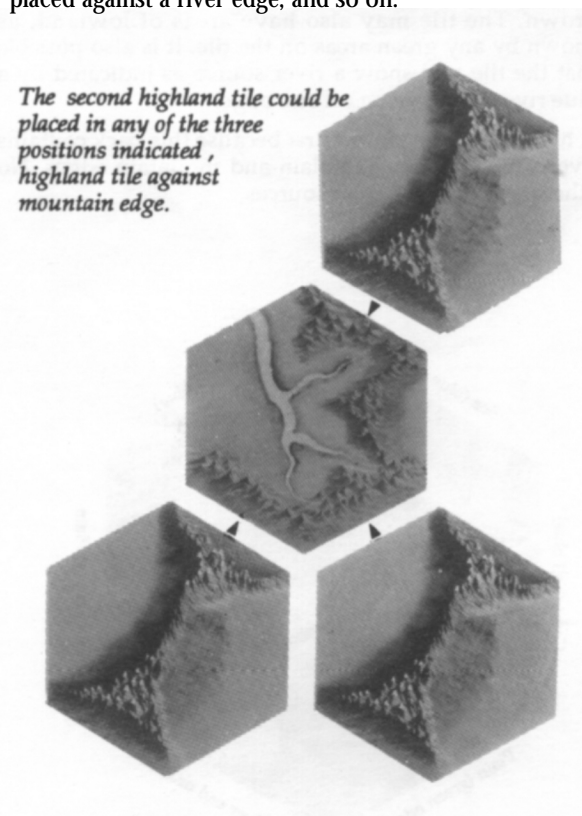


PLACE THE SECOND TILE

The second tile is taken from a pack which matches an exposed edge on the first tile. For example, if the first tile shows 4 mountain edges and 2 plain edges, the second tile must be taken from the highland or lowland pack: you cannot take a river valley or coastal tile as it wouldn't match against any exposed edge.

Orient the new tile so that any hills or mountains are pointing upwards. If the tile has none of these features it can be turned in any direction.

Place the tile against an exposed edge where the terrain matches to the tile's pack type. A tile from the highland pack must always be placed against a mountain or hill edge, a tile from the river valley pack must always be placed against a river edge, and so on.

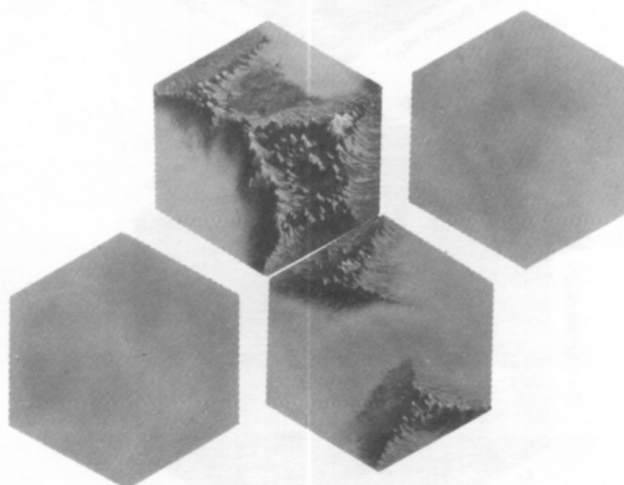
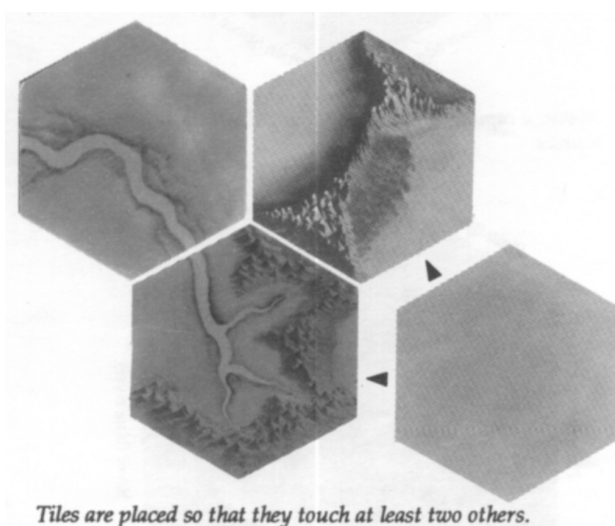


Note that it is *not* necessary that the terrain design and colour of the two tiles actually match where they meet. The tiles have been designed so that the edges blend in slightly whatever edge colours they are placed against. What is important is that the newly positioned tile is chosen from the *pack* which matches the edge *terrain* of the adjoining tile.

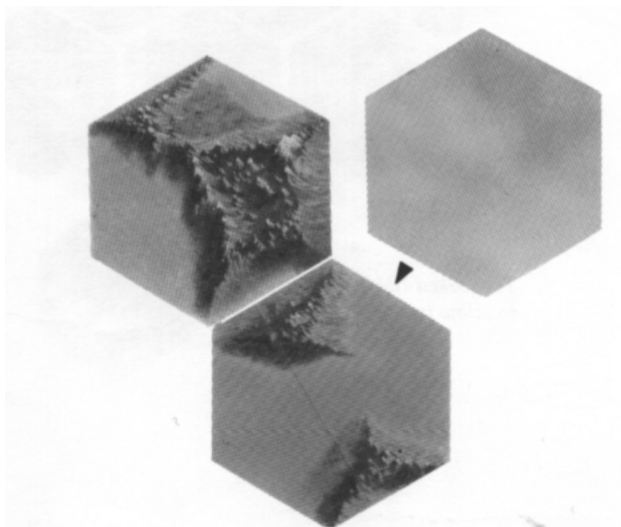
PLACE THE THIRD AND SUBSEQUENT TILES

Once the first two tiles are in place more tiles are added to create the Mighty Empires map. Proceed by adding tiles as follows. Firstly, choose a pack which matches with the edge terrain of at least one of the exposed edges of the map. Take the top tile from the pack. This new tile may be positioned against any exposed edge where the existing terrain matches the new tile's pack: a highland tile against a mountain or hill edge, a river valley tile against a river edge, a lowland tile against a plain or forest edge, and so on. Remember to orientate any tile with mountains or hills so that these features point in the same direction as other mountain tiles.

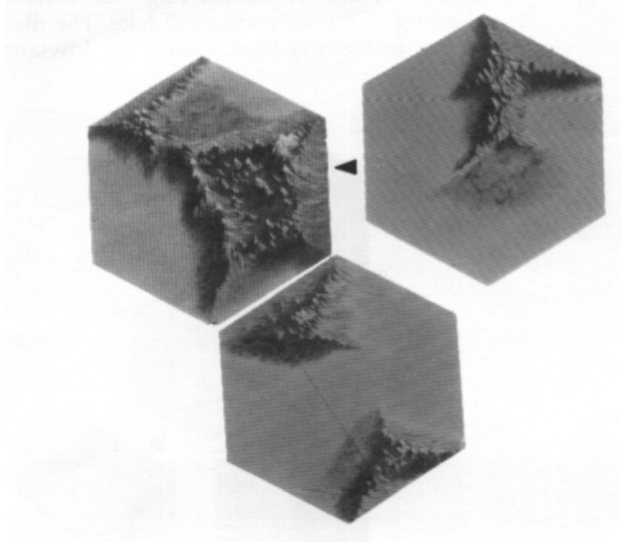
Tiles are positioned so that they touch at least *two* other tile edges - but the new tile only has to match again *one* edge. This is intended to ensure the map unfolds as a compact land mass. With only two adjacent tiles on the table, the third tile may only be placed in one of two positions, as shown below. Obviously, as the map grows, there will be more choice as to where you can place new tiles.



When each new tile is positioned it must match pack type to terrain edge as described above. However, note that the new tile only has to match along one existing edge - it does not have to match against every edge as this would be impossibly restricting. This enables players to position tiles fairly easily in one of several places where the tile might fit, and allows for a degree of choice and variation. Except in the case of the rather obvious exceptions described next, the other edges are not important: they may match or they may not. This means that it is often possible to place tiles from two different packs into the same space.

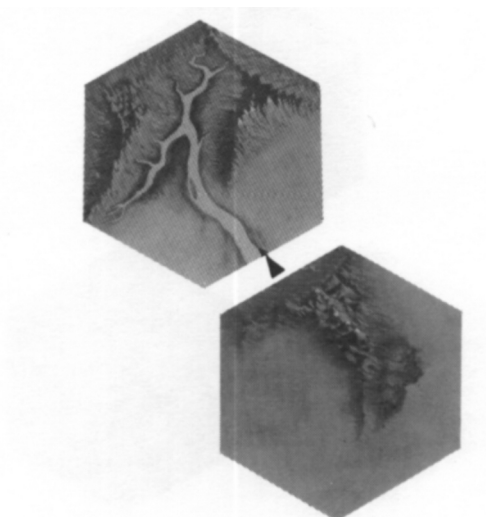


With two tiles already in place it is possible to use either a highland or lowland tile in the position shown. Above: a lowland tile is placed against the plains edge. Below: a highland tile is placed against the mountain edge.



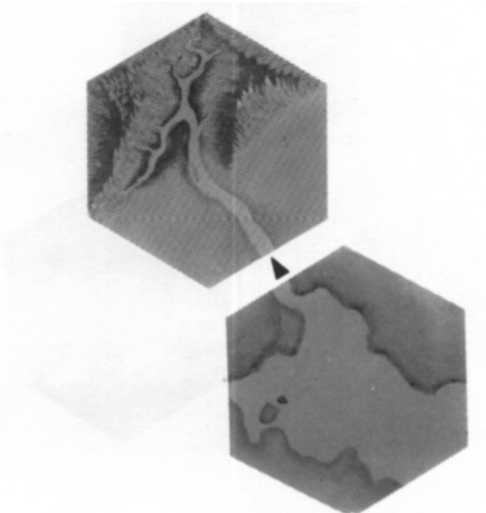
SPECIAL PLACEMENT RULES

1. Some tiles have a definite orientation because they have mountains or hills on them. Other tiles do not have these features and so can be placed any way up. Sometimes a tile's orientation will make it impossible to place it anywhere on the map. When this happens put the tile at the bottom of its pack and take another.



Here the highland tile cannot be placed in its correct orientation as the existing mountain will block the river source.

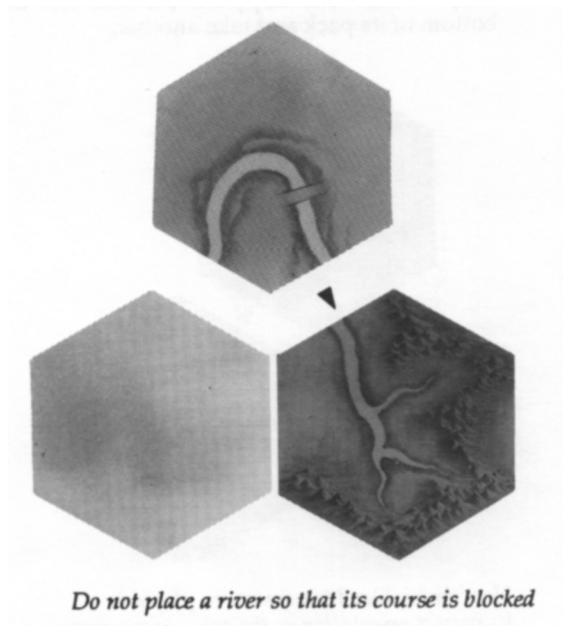
2. The river valley pack contains *river ending* tiles which bring the river to the sea, a lake, or a swamp. It is not always a good idea to place a river ending tile directly against a river source tile as the result is a very short and uninteresting river. If you draw a river ending, and if it cannot be positioned other than against a river source, the tile *may* be returned to the bottom of the river valley pack and another tile taken from the top.



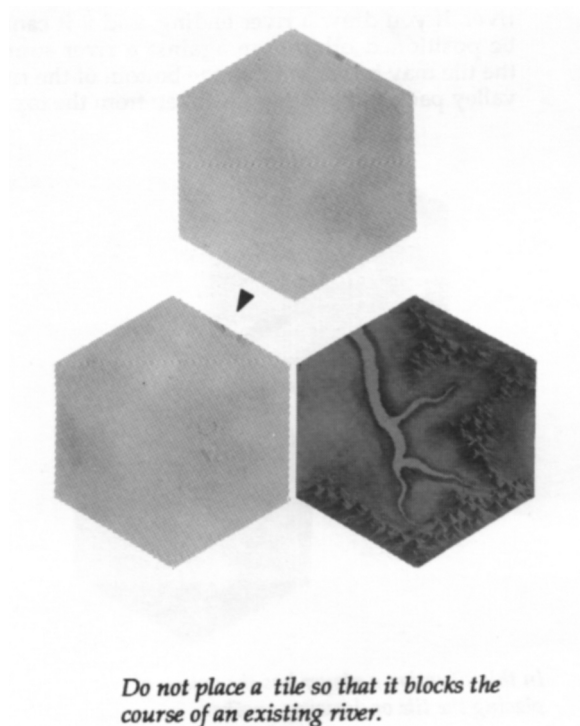
In this situation a player has the option of placing the tile or drawing another.

GAME SET-UP

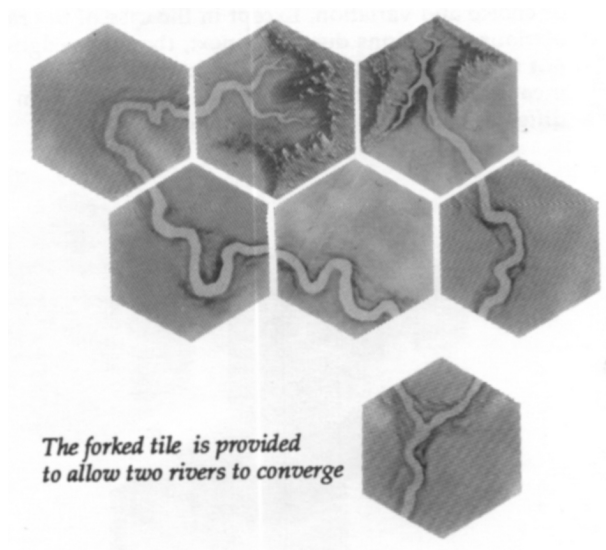
- River valley tiles must be placed in such a way that the river flows from a river edge into an empty space. A river cannot be placed so that its course is blocked by an existing tile. If the tile chosen does not allow this, replace the tile at the bottom of the pack and take another.



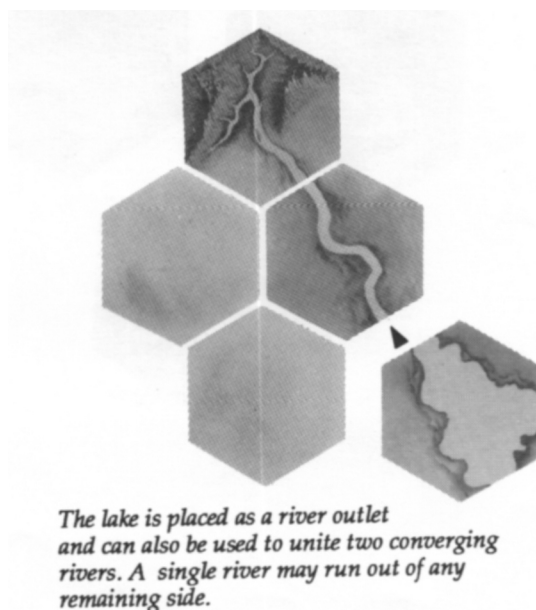
- It is not possible to place a tile so that it blocks the course of an existing river. This might otherwise happen if an unsuitable tile is placed against an edge adjoining a river edge.



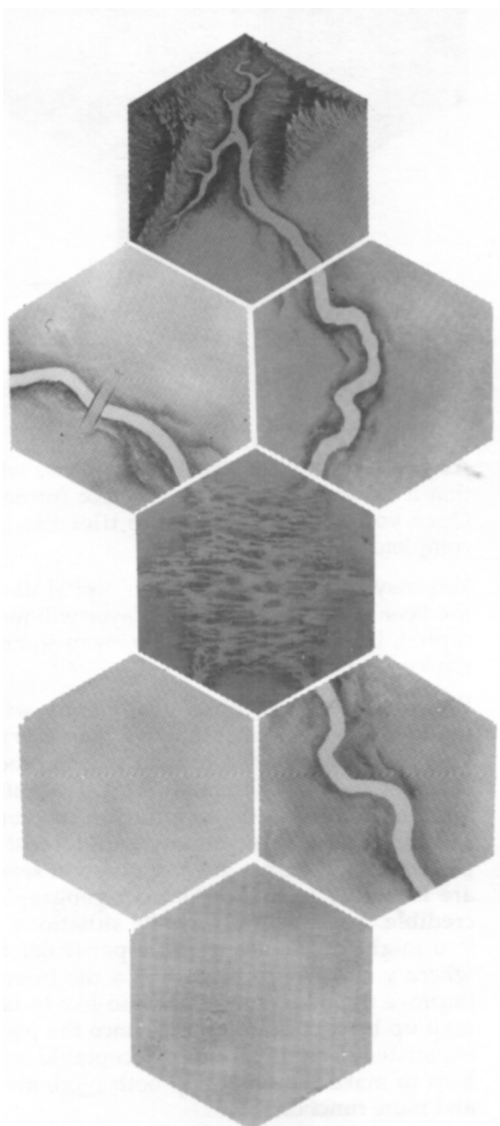
- The river valley pack contains a special forked tile. This is only used to join two converging rivers. It is included to resolve a rare but interesting situation which would otherwise produce a potential stalemate in which no tile could be placed. Unless required, the tile is replaced at the bottom of the pack when drawn and another tile is taken.



- The river valley pack contains a special lake tile, which provides another possible means of allowing rivers to merge. Rivers may be positioned so that they run into the lake at any of three points. A single river may also be positioned so that it runs out of the lake. Any lake tile edges may also be matched against lowland tiles, leading to a totally enclosed lake. The tile's remaining free edges match with the lowland pack.

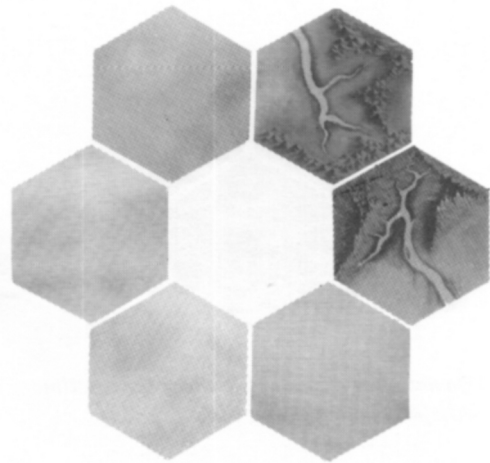


7. The river valley pack contains a special swamp tile. The swamp tile may be used to end a river in the same way as a lake - the river dissipating into an area of swamp. The tile is designed so that a river may run in at any edge. Once the swamp is in place, a player may lay a river tile against any free edge, indicating that the river is running out of the swamp and continuing its course. As with the lake, several rivers may run into a swamp, but only one river may run out - a swamp may therefore be used to converge several rivers. It is possible that a river tile coming from a swamp will give another river ending - such as a coast or lake - in which case the swamp represents a low-lying delta or marshy reed-bed. Lowland tiles may also be placed against any free swamp edge.



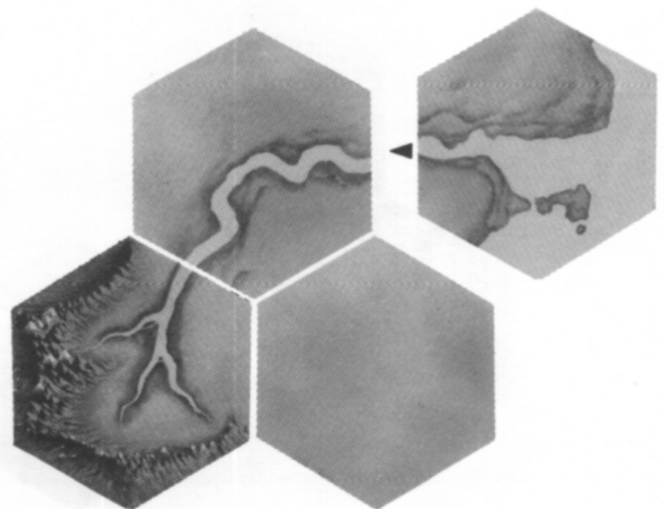
The swamp tile is placed as a river outlet and can be used to unite up to six converging rivers.

8. A tile must not be placed so that it creates a blank space in the land area of the map - this would create unattractive and unrealistic holes which might not be filled.



Do not leave a blank space like this

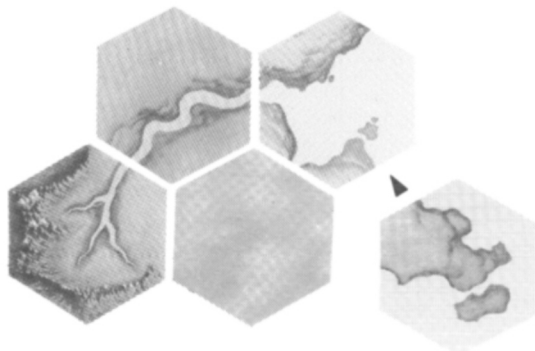
9. Coastlines always follow a line from one tile to another, creating a proper coast. River ending tiles must not be placed so that the coastline runs into a land edge. If a river ending tile is drawn, and if it cannot be placed against a river edge, the tile is replaced at the bottom of the pack and another tile is taken. A variety of river endings are provided, so it is usually possible to find one which is appropriate.



Do not position a river ending so that existing tiles interfere with the coastline.

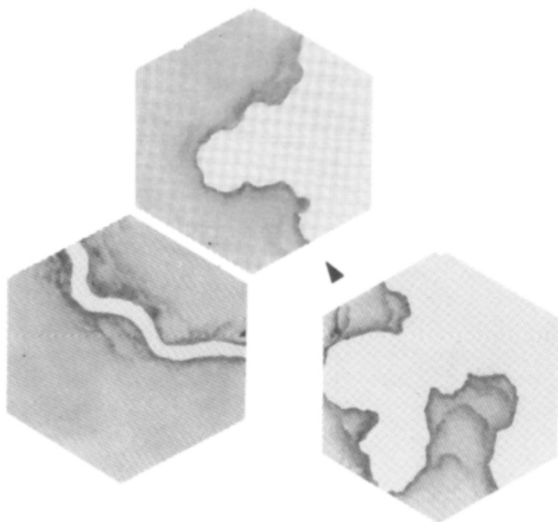
GAME SET-UP

10. Coastal tiles may only be placed in such a way that they continue an established coastline and don't block existing rivers. Coastal tiles may therefore only be placed once a river ending has been positioned.



Do not place a coastal tile where the coastline interferes with existing tiles.

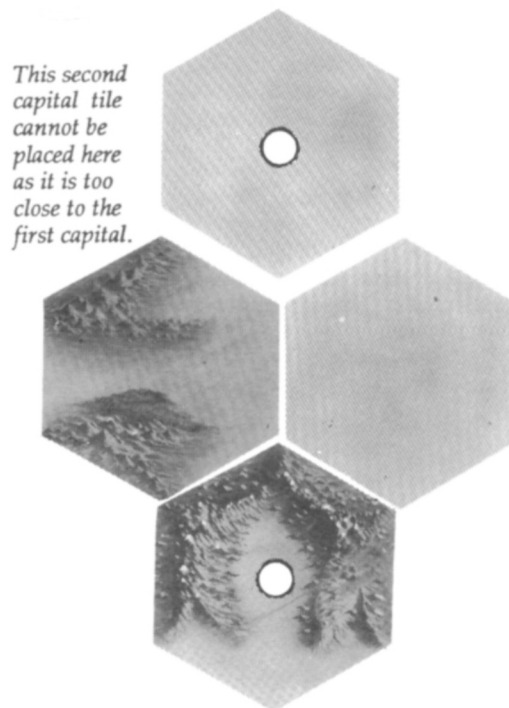
11. The coastal pack contains two tiles which can function as optional river endings. The tile is laid from an adjoining coast edge as normal, but can be positioned as a river mouth without blocking the river as would a normal coastal tile. You will notice that these tiles have several possible river mouths, and so can be oriented through more than one position. Because these tiles have more than one possible outlet, a single tile may serve as the outlet for more than one river if required. These special tiles may also be placed just like ordinary coast tiles, representing inlets or heavily indented stretches of coast.



Some coastal sections may also serve as river endings.



12. Do not position a capital tile within 6 tiles of another capital tile as this would leave insufficient space for outlying settlements. Always leave at least six tiles between capital tiles.



13. As you begin to exhaust the packs, you will find that it becomes impossible to place further tiles. Once you can place no more tiles the map is complete.
14. You may find that some of the capital tiles have not been used. Because each player will require a capital, it may be necessary to swap some other tile for a capital tile.
15. Please note that these guidelines will not randomly generate an attractive map every time. The rules are intended to help you to produce a coherent map, but ultimately it is up to you to use your own skill and imagination to create an inspiring and realistic fantasy world. Most of the placement guidelines are just common sense and are intended to make the map geographically credible. There will always be situations where you might prefer not to use a particular tile, or where you'd like to reposition a tile in order to improve the map. You might also like to tidy the map up by repositioning tiles once the packs are exhausted. This is all quite acceptable and will help to make the final map both more attractive and more functional.

It is possible for several players to create a map together. Place the four packs of tiles exactly as before. The players can establish who goes first by agreement or by rolling a dice: it doesn't really matter who has priority as going first confers no advantage. Each player draws and lays a tile in turn until all of the tiles are used up or no further tiles can be placed.

REALMS

It is a good idea to design several maps before attempting to produce a final map for your game. Every map is different, and some maps will give a more interesting game than others. With practice, you will soon learn how to lay down the tiles to create a more plausible and useful map.

KEEPING YOUR MAP

If you are playing *Mighty Empires* as a self-contained game then there is nothing to stop you beginning immediately. However, if you intend to use *Mighty Empires* as the basis for a long term campaign involving many Warhammer Fantasy Battle games, then you must decide what to do with the map during the weeks or months that the campaign lasts.

A campaign of this duration represents a considerable investment of effort, so you must find a way of preserving the map when not in use. The best option is to temporarily stick the map down onto one or more large sheets of card. If you can keep the map flat and the counters fixed in place then you can return to the game at any time. If you cannot keep the map flat, then you must record the positions of city, fortress, village, army and other counters before storage. If none of these options proves practical, it will be necessary to make a copy of the map, together with the positions of counters, so that you can reconstruct it as required.

No matter how large your map it will always have edges which delineate the playing area. You may choose to explain this barrier to movement by inventing impenetrable deserts, forests or seas. Alternatively, you may wish to ascribe these areas to other powerful nations whose territory is regarded as inviolable. A third, and better, option is to assume these areas are simply unexplored: awaiting the further expansion of the continent with an additional *Mighty Empires* set.

CREATING THE REALM

A *Mighty Empires* game may be fought between two or three players although with the addition of further sets, more players can be accommodated. Each side is represented by one player who commands the armies and dictates the strategy of a *realm*. The realm is the player's homeland and is populated by one of the Warhammer races: Elves, Goblinoids, Men, and so on. The player might be a king, a powerful baron, a freebooter warlord, or any type of head of state appropriate for his chosen race.

Once the map is complete, the possible sites for realms are indicated by the position of the capital city tiles. To establish where the realms lie each player rolls a dice, and the highest scoring player chooses one of the

capital tiles as the centre of his realm. The player places a city piece marked with a flag of his chosen colour on the tile. The player with the next highest dice score then chooses his capital and colour, and so on, until each player has chosen a capital. There are three complete sets of self-adhesive flags (blue, red, and yellow) plus additional flags to represent independent realms (orange) as explained later. Unused capital tiles are assumed to be the site of Independent Empire cities – a city model with an orange independent flag is placed on these tiles.

Each realm consists of a capital city plus a one tile-wide band of territory around it, making a total of seven tiles. This territory may contain villages, cities or fortresses, or it may be barren and unoccupied. If the capital lies on the sea shore or map edge some of the player's territory may be lost, in which case the realm is slightly smaller than normal. Players may wish to move capitals from the map edge to avoid this.

Each player determines what lies within his realm using the chart below. First nominate one of the territory tiles, then roll 2D6 and compare the result to the tile type (highland, lowland, river valley or coastal). The result indicates the type of settlement in that tile. The player places a settlement piece of the appropriate type and attaches his own coloured flag. The player then continues to roll for each tile until the territory is filled.

The realms for any Independent Empires are also generated in a similar fashion.

TILE TYPE				
2D6	Lowland	Highland	River Valley	Coastline
2	Barren	Barren	Barren	Barren
3	Barren	Barren	Barren	Barren
4	Barren	Barren	Barren	Barren
5	Barren	Barren	Village	Barren
6	Village	Barren	Village	Barren
7	Village	Barren	Village	Village
8	Village	Village	Village	Village
9	Fortress	Village	Fortress	Village
10	Fortress	Fortress	City	Fortress
11	City	Fortress	City	City
12	City	City	City	City

Barren. If the tile is barren place a territory marker of the player's colour. The tile is windswept, infertile and generally unsupportive of agriculture or industry. It is inhabited sparsely, if at all.

Village. The presence of a village counter in a tile does not indicate that there is literally one village in the area. It means the area is fertile, productive and inhabited by a substantial population spread throughout villages, farms and small market towns. These areas provide the agricultural and industrial lifeblood of the realm and are every bit as important as cities and fortresses.

Fortress. A fortress counter represents a great castle or fortress built to defend the realm against attack. A tile which has a fortress is not necessarily otherwise empty. As well as the fortress, the tile contains villages, farms and other settlements.

City. The city counter represents a city with outlying villages and communities. The city attracts wealth and trade from the surrounding area, and has a large population. The capital city represents the very heart of the player's realm.

SHIPS

Cities in a coastal tile are also trading ports where large merchant ships can dock. Some of these cities have a resident fleet of trading ships, represented in the game by the ship models. If a player's realm includes ports, roll a D6 for each in turn and place the number of ship models shown on the chart below.



If a city is part of an Independent Empire and in a coastal tile, roll on the Harbour chart to see if the city has an associated trading fleet. If a fleet is present, then it is possible that the city is a nest of pirates and that its fleet is a pirate fleet. Roll a D6. If the result is a 1, 2 or 3 the ships are ordinary ships. If the result is 4, 5 or 6

the ships are pirate ships. Pirate ships are subject to the rules on Pirates in the *Ships and War at Sea* Section.

Harbour Chart	
D6	Ship Counters
1	None
2-4	1
5	2
6	3

Each ship model represents a small trading fleet consisting of craft of various sizes and designs. They are not warships as such, but players may well wish to use fleets to transport their armies during the course of the campaign.

REALMS AND EMPIRES

The object of the campaign is to overthrow your enemy by conquering his army and expanding your own realm into an *Empire*. As a player expands his territory his empire grows, but his own realm remains the same - it is always his capital city plus the adjoining tiles. An empire is therefore a player's realm plus all the territory he has conquered.

THE REALM'S ARMY

Once the player has located and populated his realm, it is time to determine its military strength. Military strength is represented by a points value. Many players prefer a system where every realm begins with an equal military strength. This can be easily achieved if players agree on a mutually convenient points value, between 3000 and 5000 points is best.

If you are using Mighty Empires as a basis for a Warhammer Fantasy Battle campaign, then the points value of the army reflects the points value of troops given in the Warhammer Armies book. Players do not need to own models equal to the points value of all the troops in the campaign. Logistical limitations will tend to mean that battles rarely involve more than 3000 points on any side. It is also very unusual for a player to commit all of his troops to a single battle. As a guide, allow about twice as many points for the campaign as you have points value of models.

As an alternative to the fixed points value, military strength may be determined randomly by each player. Real military campaigns are never fought between carefully balanced armies, so a random strength is more realistic. If the campaign involves only two players the random method is not recommended: it can lead to a very swift and bloody end for a player unlucky enough to generate an unusually small force. When more players are involved the random method is superior, as it will force players into different strategies from the start. To determine the realm's military strength, roll dice and add up the total as shown on the chart below.

This chart should give an initial strength of approximately 3500-4000 points for each realm.

For each	Roll points	Possible Points	Average Points	Special Units	Rare Units
Capital	5D6x100	500-3000	1750	2	1
City	2D6x100	200-1200	700	1	1 per 2
Fortress	1D6x100	100-600	350	1 per 2	1 per 3
Village	1D6x100	100-600	350	1 per 6	n/a

Where the Mighty Empires game is used as a campaign system in conjunction with Warhammer Fantasy Battle it will be necessary to convert the initial points value into troops. If players wish to play Mighty Empires as a self-contained game without fighting any tabletop battles they won't have to work out proper armies - the points value alone will suffice and the comments below do not apply.

If using the full WFB system, players will require a copy of Warhammer Armies to work out their forces. Each player refers to the army list for his chosen race, and works out the entire army to the points value indicated. The army is not initially allowed any hosts (includes fantastic beast; such as dragons, pegasi, etc), mercenaries or allies, although these may be added later, as we shall see. The initial military strength only

represents the player's own troops, not peripheral types employed, loaned or conjured by him. While selecting troops, Lords, Heroes, Unit Champions, and Magic Items are subject to availability in comparison to the Empires population as follows:

For Each	Unit Champions	Heroes	Army Standard Bearers	Lords
Capital	3	2	2	2
City	2	1	1	1
Fortress	2	1	1	n/a
Village	1per 2	n/a	n/a	n/a

A player may also purchase up to 50 points of magic items per City and 100 points for the Capital. All other magic items must be found. (Note: usual army restrictions apply).

If a player wishes his army to include a spectacular engine or beast model he has built or converted himself, or anything else not covered in Warhammer Armies, then he may do so, but must agree on a points value with his fellow players. Similarly, if players wish to step beyond the bounds of Warhammer Armies, introducing new troops or changing the minimum and maximum allowances, this can be arranged by mutual consent.

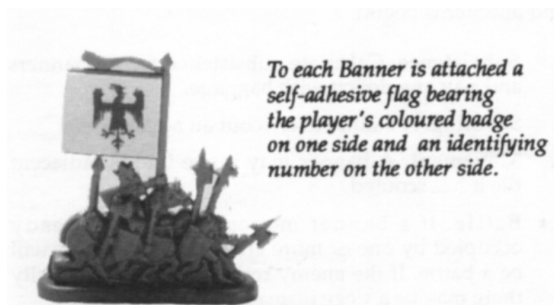
As the player works out his army he must make a list of each unit or character together with its size, troop type, armament, weapons and points value. Once units are chosen they cannot be amalgamated or divided during the campaign season, so it is important to select sufficient units to form several independent forces.

There is little point, for example, in having a unit of 40 elite heavy cavalry. Such a large and expensive unit is too big to use on the tabletop, and ties up too many points in one place on the map. A better proposition would be 4 units of 10 cavalry which can be moved together or separated as the player prefers. As players gain experience of Mighty Empires they will learn how best to construct armies suitable for fighting campaigns as well as for fighting battles.

Special characters may only be used if the *Call of Heroes* spell has been cast in the preceding Equinox phase.

DIVIDE THE ARMY INTO BANNERS

The empire's army is divided into separate field armies called banners. Banners are placed on specific map tiles to indicate where troops are deployed. Because each banner represents a different body of troops, it is necessary to fix one of the numbered flag sticker sets to each set of banners. This number is used to identify the banner when it is on the map.



At the beginning of each campaign season each banner must contain a minimum of 500 points and a maximum of 1500 points of troops. Those playing *Mighty Empires* as a self-contained game simply divide their total number of points between separate banners and record the points value of each banner on a piece of paper.



Players selecting tabletop armies from Warhammer Armies must also ensure that each banner contains at least 1 character model and between 1 and 7 rank-and-file units (1 of which must be a core unit). This represents the maximum number of troops that can successfully forage from the surrounding territory as explained later.

To organise the army into individual banners take a blank piece of paper and write Banner 1, Banner 2, Banner 3, and so on down the left hand side of the page leaving sufficient room in between to list the contents of each banner. Then list the characters and units in each banner under the appropriate heading. Write the points value of each character or unit next to it and write the total points value of the banner next to the heading. This sheet must be updated throughout the season as battles are fought and casualties sustained.

It is possible to split an army into relatively few banners, or into as many as the minimum points/troops rules allows. It is up to you to decide how to split your army; you may prefer to concentrate your troops, or you may opt to divide the army into as many banners as possible.

There are advantages and drawbacks to each option, as players will realise once the game is underway. Bear in mind that a banner may have to act on its own against an enemy force, so it should include a reasonable balance of troops. For example, a banner which contains no missile troops could find itself at a severe disadvantage if faced by enemy equipped with a preponderance of missiles and engines. Similarly a banner which contains only missiles or engines will be vulnerable to shock troops. On the other hand a player might deliberately create a number of weak banners in order to mislead other players about his deployments. The ideal combination will depend to a large extent on the type of army you are using.

PLACE BANNERS ON THE MAP

Once the players are ready, each player places his banners within his own realm. There is no limit to the number of banners which may be placed in a tile,

although crowding banners into a single tile will pose logistical problems as we shall see later.

Banners may start the game at any point on the tile (ie, they can be placed on either side of impenetrable terrain). It is convenient to refer to all the banners in a single tile as a *force*. A force can consist of any number of banners.

PLACE BAGGAGE COUNTERS

All armies require baggage. Don't worry about how this works right now, all will be explained in the following section. Baggage is represented by special baggage counters worth 1 or more *baggage points*. Baggage counters are placed underneath banner models, indicating how much baggage each banner has.



At the start of the game each player randomly generates the amount of baggage he has at his disposal by rolling 2D6. This initial allocation represents the realm's stockpiled supplies for the campaign season; future baggage must be bought. This baggage can be distributed as you like through the realm's forces, though no banner may have more than 6 points. Baggage counters are placed underneath the banners and the campaign season is then ready to begin.



THE CAMPAIGN SEASON

The Mighty Empires map represents a medieval environment where roads and rivers are rarely passable during the winter, and where military conquest is largely restricted to the warmer months. This period, stretching from the spring to the autumn equinox, is known as the *campaign season*. During the campaign season armies march to war and plans hatched over the winter are finally put to the test.

The campaign season covers six months or twenty four weeks of activity. It ends with a period of retrenchment in which armies retire to winter quarters, crops are gathered, and the battling nations prepare for the following season. This remaining portion of the year is called the *Winter* and is described in its own section.

CAMPAIGN TURNS

The campaign season is divided into six turns, each turn representing four weeks or one month.

MONTH										
Spring	1	2	3	4	5	6	Autumn	Winter		
Equinox							Equinox			

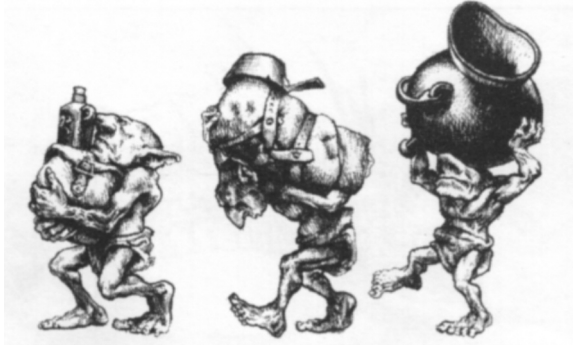
During each campaign turn, each player takes an individual turn. To determine who goes first during any campaign turn, each player rolls a D6. The highest scoring player goes first, followed by the next highest and so on.

During his individual turn the player works through the sequence given below. Special rules for each phase of the sequence are explained later. Once every player has taken his individual turn, the campaign turn is over and another is begun.

1. **Subsistence.** Calculate subsistence for all banners and pay any deficit with baggage.
2. **Scouting.** A banner may scout an adjacent tile. If the tile the banner occupies is barren, it may opt instead to spend the turn exploring the tile (see *Wilderness Locations*).
3. **Movement** A banner may move into an adjacent tile it has scouted.
4. **Battle.** If a banner moves into a tile already occupied by one or more enemy banners there will be a battle. If the enemy retires to a fortress or city there may be a siege instead.
5. **Siege.** A besieging force resolves any assault or other action.
6. **Raze.** A banner may *raze* any uncontested tile which it occupies, whether its civilian inhabitants are ostensibly friendly or not. A fortress or city under siege cannot be razed while it remains defended.
7. **Reorganisation.** A banner may be split up or combined with other banners in the same tile, baggage redistributed and baggage stockpiles created.



1. SUBSISTENCE



Armies require a constant source of supply in the form of food, clothing, arms, and transport. In the game supplies are represented by the subsistence rules. A player who fails to take note of the effects of these rules will quickly find his armies disappearing, as desertion and starvation take their inevitable toll.

Subsistence is calculated in terms of *subsistence points*. A single banner requires 1 subsistence point at the beginning of the player's turn. Subsistence can be obtained from two sources:

1. **Foraging.** A banner may obtain subsistence by foraging in the tile it occupies at the beginning of the player's turn. Foraging encompasses the gathering and requisitioning of crops and livestock and billeting of troops on the local population. Every tile has a *subsistence value* depending on its population. This is shown below.

Type of Tile	Subsistence Value
Capital	4
Other City	2
Fortress	1
Village	1
Barren	0

The subsistence value indicates the maximum subsistence points, and hence the maximum number of banners, that the tile can support by foraging. A single banner may therefore subsist from any tile other than a barren one. Two banners together can subsist only in a city or capital. If two or more friendly banners occupy a village or fortress, one of the banners may subsist as normal whilst the other will be forced to subsist from baggage. During a siege *neither side* may subsist by foraging in that tile.

2. **Baggage.** A banner may subsist from its baggage. One point of baggage enables a single banner to subsist for that turn. The player deducts 1 point of baggage from the baggage train. If several friendly banners occupy the same tile, their baggage may be pooled and redistributed. A banner may therefore acquire baggage from other banners. Baggage may also be acquired from the enemy following a battle or siege, or as a result of

razing settlements. No banner may ever have more than 6 points of baggage at one time. If a banner gains more than 6 points of baggage the surfeit is lost immediately.

NO SUBSISTENCE

If a banner is unable to subsist it is in deep trouble. Supplies will gradually run out; starvation will lead to desertion, equipment will be lost, ammunition is used up, transport is abandoned (or eaten). If a player is unable to provide subsistence for a banner he must make an immediate test for *subsistence shortfall*. Roll a D6 and consult the chart below. Roll twice for banners over 1000 points.

D6	Effect of Subsistence Shortfall
1	Lose D6x50 points value of troops from the banner.
2	Lose D6x20 points value of troops from the banner.
3	Lose D6x10 points value of troops from the banner.
4	Lose D6x5 points value of troops from the banner.
5-6	No effect. The army somehow manages to subsist by means of rigorous economies and much belt-tightening.

The player determines the points value lost and removes this from the banner's recorded value. Where banners represent Warhammer Fantasy Battle armies troops are removed to the value indicated. A player may be forced to remove more points than required because of the value of individual models. The player may choose which troops to remove, conserving what supplies he has for his favoured units. Note that the player is under no obligation to remove whole units, and can remove troops from several units if he wants.



2. SCOUTING

When armies move it is assumed that small detachments are sent ahead to locate settlements, assess forage potential, and ensure the safe passage of the army. This is called scouting.

SCOUTING DECLARATION

During the scouting phase, the player indicates which banners are attempting to scout an adjacent tile. Each banner may attempt to scout only one adjacent tile per turn. It is not permitted for a player to attempt to scout the same tile twice during the same turn from the same tile.



Scouting is important for two reasons:

1. If the tile hasn't been scouted yet it will be empty or *unknown*. By successfully scouting the tile the player finds out what is in it, and may be able to absorb the tile into his empire.
2. A banner may not move during the movement phase unless it has successfully scouted the tile it intends to move to. Scouting is therefore an important limitation on the movement of forces.

SCOUTING BY A LARGE FORCE

If two or more friendly banners are grouped together in the same tile, each banner may attempt to scout a different adjacent tile. The player may then choose to send any or all of the banners into any or all successfully scouted tiles.

BLOCKING TERRAIN

The presence of mountains and rivers which would normally block the movement of a banner makes no difference to scouting. Terrain of this kind can prevent a large body of troops from moving, but does not hinder a tiny group of scouts. Note however that it is not possible to scout across the open sea!

SCOUTING CHARTS

To establish whether scouting is successful roll 2D6 and consult the Scouting Chart appropriate for the type of terrain. The result will depend on whether the tile has already been explored; a tile which has already been successfully scouted is called a known tile, a tile which has not yet been successfully scouted is an unknown tile.

SCOUTING UNKNOWN TILES

An unknown tile is a tile which is empty - it contains no settlements or territory counters. The existence of settlements in the unknown tile is established when the tile is scouted and an appropriate settlement piece is placed in the tile. Once a tile's contents have been established they are fixed; further scouting cannot alter or affect what is in a tile.



Find the appropriate Scouting Chart for the tile territory type, then roll 2D6 and read the result.

If the result is *barren* the tile contains no settlements, but still becomes part of the scouting player's expanding empire. A territory counter of the player's colour is placed in the tile.

If the result indicates an *event*, then some problem has beset the force and the tile is not successfully scouted. A further roll is made on the *Scouting Event Chart* as explained later.

If the result indicates there is a *settlement* in the tile, it normally becomes part of the player's empire. A village, fortress, or city piece with the appropriate coloured flag is placed in the tile.

If a settlement *resists the invader*, then a settlement counter with an orange independent flag is placed in the tile to represent an independent settlement. For rules regarding these independent settlements see *Independent Settlements* and *Independent Empires*.

The number of playing pieces in the Mighty Empires set places a limit on the total number of settlements that can be discovered. It is convenient to rule that once all of the pieces of a settlement type have been used no further settlements of that type can be discovered; any further scouting results of that type are assumed to be barren instead. Players can of course increase the number of pieces in play by purchasing additional pieces or by combining several Mighty Empires sets.

SCOUTING CHARTS

LOWLAND AND COASTAL TILES	
2D6	Result
2	Barren. The tile is barren. Place your territory marker in it.
3	Event. The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
4	Fortress. If the roll is double 2 the fortress resists the invader. See <i>Independent Settlements</i> . Place a fortress model with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
5	Village. The tile is fertile and inhabited by friendly people who quickly submit to your enlightened rule. Place a village model with your own flag in the tile.
6	Village. If the dice roll is double 3 the inhabitants of the tile resist your presence. See <i>Independent Settlements</i> . Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
7	Barren. The tile is barren. Place your territory marker in it.
8	Village. If the dice roll is a double 4 the inhabitants of the tile resist your presence. See <i>Independent Settlements</i> . Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
9	Village. The tile is fertile and inhabited by people who quickly submit to your enlightened rule. Place a village with your own flag in the tile.
10	City. If the dice roll is a double 5 the inhabitants resist your presence. See <i>Independent Settlements</i> . Place a city counter with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
11	Event. The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
12	Barren. The tile is barren. Place your territory marker in it.

HIGHLAND TILES	
2D6	Result
2	Barren. The tile is barren. Place your territory marker in it.
3	Event. The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
4	Fortress. If the roll is double 2 the fortress resists the invader. See <i>Independent Settlements</i> . Place a fortress counter with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
5	Barren. The tile is barren. Place your territory marker in it.
6	Village. If the roll is double 3 the village resists the invader. See <i>Independent Settlements</i> . Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
7	Barren. The tile is barren. Place your territory marker in it.
8	Village. If the roll is double 4 the village resists the invader. See <i>Independent Settlements</i> . Place a village with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
9	Barren. The tile is barren. Place your territory marker in it.
10	City. If the roll is double 5 the city resists the invader. See <i>Independent Settlements</i> . Place a city with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
11	Event. The scouting force meets with an unexpected event and cannot complete its mission. Roll on the <i>Event Chart</i> .
12	Barren. The tile is barren. Place your territory marker in it.

RIVER VALLEY TILES

2D6 Result

- 2 Barren.** The tile is barren. Place your territory marker in the tile.
- 3 Event.** The scouting force meets with an unexpected event which prevents it from accomplishing its mission. Roll on the *Event Chart* and abide by the result.
- 4 Fortress.** If the roll is double 2 the fortress resists the invader. See *Independent Settlements*. Place a fortress with an orange independent flag in the tile.
If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
- 5 Village.** The tile is fertile and inhabited by mild-mannered people who quickly submit to your enlightened rule. Place a village with your own coloured flag in the tile.
- 6 Village.** If the roll is double 3 the village resists the invader. See *Independent Settlements*. Place a village with an orange independent flag in the tile.
If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- 7 Village.** The tile is fertile and inhabited by people who quickly submit to your enlightened rule. Place a village with your own flag in the tile.
- 8 Village.** If the roll is double 4 the village resists the invader. See *Independent Settlements*. Place a village with an orange independent flag in the tile.
If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- 9 Village.** The tile is fertile and inhabited by people who quickly submit to your enlightened rule. Place a village with your own flag in the tile.
- 10 City.** If the roll is double 5 the city resists the invader. See *Independent Settlements*. Place a city with an orange independent flag in the tile.
If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
- 11 Event.** The scouting force meets with an unexpected event which prevents it from accomplishing its mission. Roll on the *Event Chart* and abide by the result.
- 12 Barren.** The tile is barren. Place your territory marker in the tile.




HARBOURS CHART

Cities in a coastal tile always have associated harbours the city may be literally by the sea, or there may be a separate harbour nearby. If scouting reveals a city in a coastal tile, the player makes the following additional D6 roll to see if there are ships and if so how many.

D6	Result
1	No ships
2	1 ship counter
3	1 ship counter
4	1 ship counter
5	2 ship counters
6	3 ship counters

If the city submits to the player's rule its ships automatically come under the player's control and are marked with the player's coloured symbol. If the city is an independent settlement its ships are also independent and are marked with the orange independent symbols. Furthermore, the ships may be Pirates. Roll a further D6: 1-3 the ships are ordinary, on a 4-6 the ships are Pirates and are subject to the rules found in the *Ships and War at Sea* section.



SCOUTING EVENT CHART			
2D6	Event	2D6	Event
2	Mass desertion among the ranks places the troops in severe disarray. Each banner in the force loses D6x50 points of troops in the same way as for subsistence shortfall.	8	The scouts are ambushed by bandits and fail to return. The scouted tile remains unknown and the force is unable to move into that tile this turn.
3	Mutiny! The troops are paralysed by momentary unrest. No banner in the force may move this turn and may not scout or move in its following turn.	9	The scouts encounter a merchant convoy carrying food and supplies. The scouts abandon their scouting mission in order to redirect the convoy into the force's baggage. The tile remains unknown but the scouts return carrying D6 extra points of baggage back to the force.
4	The army's supplies go rotten on the march. Each banner in the force loses 1 baggage point from its baggage. If a banner has no baggage, consult the Subsistence Shortfall Chart.	10	The scouts encounter a mercenary band. Roll a D6. On a roll of 1-4 they succeed in recruiting D6x20 points of troops (WFB uses Dogs of War units). On a roll of 5-6 they are brutally slaughtered by the mercenaries and are never seen again. Whatever the result of the encounter the tile remains unknown and the force cannot move into it this turn
5	Sickness sweeps the army incapacitating the force for a short while. Each banner in the force loses D6x10 points value of troops in the same way as for a subsistence shortfall.		
6	The army is forced to a halt by localised storms. The force's scouts remain in their waterlogged tents waiting for a break in the weather. The force may not move this turn.	11+	If the tile is a lowland, river valley or coastal tile ignore a result of 11 and roll again on this chart instead. If the result is 12, or if the tile is a highland tile on a result of 11 or 12, the scouts discover a <i>Dragons Lair</i> and retreat without scouting the tile. The force is therefore unable to move into the tile this turn. Furthermore, the scouts may have disturbed the sleeping dragons. Roll a D6. On a result of 1-3 the dragons are not woken and there is no further effect. On a result of 4-6 D6+1 dragons are woken and emerge from their lair to lay waste to the countryside (see <i>Winter Events</i> for details of dragon attacks).
7	Due to an unfortunate breakdown in communications, the army's scouts head off in the wrong direction. Nominate a tile side as 1 and number the remaining sides 2 to 6 clockwise. Roll a D6. The scouts will scout in the tile indicated by the dice roll. Roll again on the scouting charts. Assuming the tile is successfully scouted, the force may choose to move into it or not in the same way as normal.		

EVENTS

If the scouting charts indicate an event then something has happened which prevents the scouting troops from accomplishing their mission. The tile is not scouted and if it is unknown it remains unknown. Furthermore it is not possible for the banner to move into that tile during that turn. To discover what has prevented the scouts from fulfilling their mission roll 2D6 and consult the *Scouting Event Chart*.

INDEPENDENT SETTLEMENTS

Scouting will sometimes reveal settlements whose inhabitants resist the player's invading force. These are called *independent settlements*, and are represented by villages and fortresses with the independent orange flags. Although these settlements all use the same colour flag, this does not necessarily mean that they are all part of a single empire - only that they do not belong to a player's empire.

If a player wishes to move his banners into a tile with an independent settlement in it, he must be prepared to fight the inhabitants just as if they were enemy forces.

Independent forces are not represented by banners, they are generated afresh whenever a player wishes to enter the tile. The size of the force is based on the size of the settlement, representing local militia from the general area of the tile. A city will always have a larger force than a village, although the force's actual size may vary from battle to battle.

Battles against independent settlements are usually worked out on paper using the rules given later, but can be fought as a tabletop wargame if players prefer.

If this method is used, the player must see what army list to generate the Independent Forces with. Most of the time it is of the same race as the player. Use the following table: on D6, 1-4 same race, 5-6 consult race/army chart. Note that with this chart it is still possible to face your own race/army list.



2D6 Race/Army	Types
2 Lizardmen	Elves:
3 Orcs & Goblins	1-2 High, 3-4 Wood, 5-6 Dark
4 Dwarf	
5 Bretonnian	Undead:
6 Elves (roll for type)	1-2 Vampire, 5-6 Khemri
7 Empire	
8 Other Human	Chaos:
9 Undead (roll for type)	1-2 Beastmen or undivided
10 Dogs of War	3 Slaanesh, 4 Khorne
11 Skaven	5 Tzeentch
12 Chaos (roll for type)	6 Nurgle

INDEPENDENT EMPIRES

Where independent settlements spread over adjoining tiles they are assumed to form a single independent empire. Independent empires are less stable than the players' own empires. They are poorly organised and are often formed from loose confederacies or tribal groups rather than proper nations. If an independent empire is split, isolated settlements are no longer considered part of the same empire. This makes no difference during the campaign season, but is important during winter diplomacy, as players may wish to court independent empires as allies (see *Winter*).

SCOUTING A KNOWN TILE

A tile which already contains a city, fortress, village or barren territory marker must still be successfully scouted before a banner can move into it. This applies whether the tile is part of your own empire or not. It is still necessary to roll on the scouting charts to see if a special event occurs, but ignore all other results as any settlements are already known (also ignore the *Dragon Lair* event).

If a map tile belonging to a rival player is successfully scouted, and if there is no banner in the tile to defend it, then the tile changes its allegiance and becomes part of your empire. Settlements in the tile become your settlements, the old flag is removed and your flag fastened on in its place. These settlements have been 'liberated' by the player and brought within his empire, its people cheering his troops and promising to remain faithful to his rule. Exceptions to this rule are the Realm settlements (adjacent to the capital) which have integral militias the same as Independent Settlements when no banner is present.

If the tile has an independent settlement in it this settlement does not automatically switch allegiance but

remains both independent and hostile. If the player wishes to move a banner into this tile he will have to fight a force mustered by its inhabitants. For further details see *Battles*.

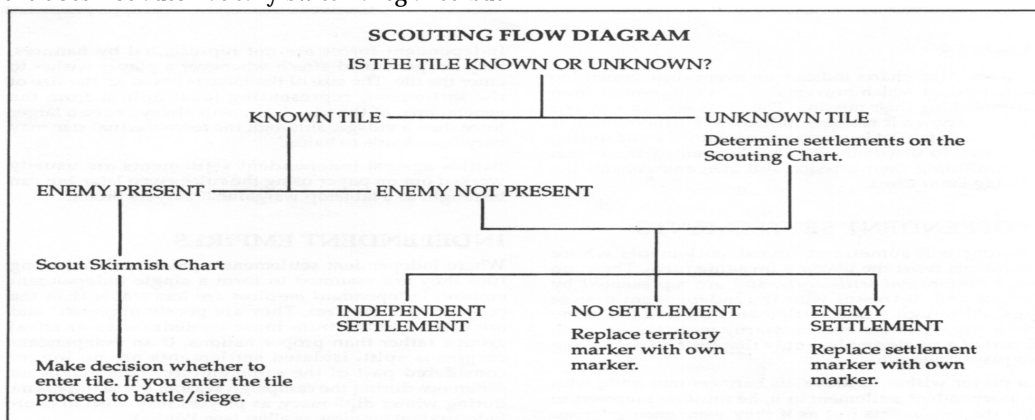
If the tile belongs to a rival player and contains one or more of his banners, the tile does not change hands when it is scouted. The tile will only become part of the player's empire if he enters the map tile with his own force and defeats the occupying enemy force.

Whenever a tile containing an enemy force is successfully scouted, roll a D6 and consult the *Scout Skirmish Chart*. The scouts spy on the enemy's forces, while the enemy's own outriders and pickets will naturally try to screen their forces and see off the intruders.

SCOUT SKIRMISH CHART

D6 Result

- 1 Enemy outriders spot the scouts and drive them away. The contents of the enemy's force remain unknown. Unfortunately, one of the scouts is captured and forced to reveal details of his own side's force. The player must tell the enemy the total points value of all banners in his force.
- 2 Enemy outriders spot the scouts and drive them away. The contents of the enemy's force remains unknown.
- 3 Enemy pickets drive the scouts away before they can gain much information. The approximate size of the enemy's force has been revealed. The enemy player must reveal the total points value of the force. He does not have to give further details.
- 4 The scouts succeed in driving away the enemy's pickets and manage to get a good idea of the size and strength of his force. The enemy player must reveal the individual points value of every banner in the force, and provide a detailed contents list of one banner nominated by the player. This can be achieved by showing the relevant section of the army sheet.
- 5-6 The scouts avoid contact with the enemy and compile a thorough report of his forces. The enemy player must provide a detailed contents list of his entire force. This is achieved by showing the player the relevant banners on his army sheet.



🦴 WILDERNESS LOCATIONS 🦴

As players move their armies over unexplored parts of the Mighty Empires map they uncover some areas which are populated and have cities, fortresses and village communities, and others which are uninhabited and barren. This is a vital distinction because tiles which have cities fortresses and villages are productive areas which can support troops and provide taxation for the player. Barren areas consist of wastes, moors, high mountains, marshes and other unproductive land.

A barren tile isn't necessarily totally unpopulated. It is most probable that even in the most desolate regions there are a few homesteaders trying to subsist from the land. Barren regions also make good hide-outs for bandits and other rogues. It is also quite common for religious and magical orders to build hermitages, shrines, and similar institutions in the wilderness. On the whole these scattered individuals make no difference to the economies or fighting potential of the empire in which they live - so it is quite appropriate to ignore their influence on the game.

Of course, now and again these barren areas might actually contain something interesting which can be worked into the game in an entertaining way. Bandits may descend from their cave hide-outs and plunder the countryside, driving out the inhabitants and overturning rule of law. Religious zealots might seek out a lost shrine, descending upon your empire in their thousands, disrupting normal life and harbouring spies, anarchists and other malcontents. The discovery of an isolated gold mine could initiate and unexpected gold rush bringing extra cash into your imperial coffers. You could stumble across the ruins of an ancient city full of buried treasure but possibly haunted by threatening monsters. These isolated places in barren map tiles are referred to as wilderness locations.

EXPLORING THE WILDERNESS

A force which begins its turn in a barren tile may spend the turn exploring the tile instead of scouting and moving. The force is effectively scouting the tile it occupies: sending parties over the countryside, investigating mountain trails, questioning travellers, and recording results on maps. This is represented by an exploration roll. During his turn a player may declare his intention to explore, in which case he rolls a D100 and consults the exploration chart.

EXPLORATION CHART

The exploration chart lists several possible wilderness locations. As you can see it has been deliberately designed to leave 20-30% at the top as a 'roll again' result. This will allow us to incorporate new results in the future.

You can also use this slack in the chart to invent and insert wilderness locations of your own. For example you might particularly want to design rules for

freshwater wells, ancient monuments, or underground cave systems for your own campaign. Needless to say, if you have any good ideas, don't keep them to yourself but send them to us and if we like them, we might publish the rules so that other players can share your idea. You never know, if we think your idea is sufficiently worthy we may even be able to persuade the citadel designers to make new models to represent your wilderness location.

Lowland	Coastal	River	Highland	D100
01-50	01-50	01-50	01-50	Nothing
51-55	51-55	51-55	51-55	Ruined City/Tomb
56-60	56-60	56-60	56-60	Necropolis
61-65	61-65	61-65	61-70	Wizard's Tower
-	-	-	71-75	Mine
66-70	66-70	66-70	76-80	Temple/Stone Circle
71-75	71-75	71-75	81-85	Trading Post
-	76	-	86-87	Volcano
-	-	76-78	-	Flash Flood
76-79	77-78	79-80	-	Lornalim Forest
80-82	-	81-83	88-89	Crystal Forest
83-84	79-81	84-86	-	Bog Oak Forest
85	82-83	87	90	Coven
86-87	84-85	88-89	91	Brigand Territory
-	86-88	-	-	Promethean Lair
-	89-90	90	-	Norse Raiders
88-90	-	-	-	Chaos Horde
91-94	91-94	91-94	92-94	Brewery
95-96	95-96	95-96	95-96	Black Tower
97-98	97-98	97-98	97-98	Mystic Fountain
99	99	99	99	Great Hoard
00	00	00	00	Wyrmfather

If no location is discovered then the tile remains barren. So long as a barren tile has no wilderness location it may be explored in subsequent turns, and a wilderness location may be found eventually. This means that a persistent player will always be able to find a wilderness location if he is patient enough. A

player must decide for himself whether it is worth the time and effort required against the potential gain. Remember that wilderness locations can be dangerous as well as beneficial.

Once a location has been discovered an appropriate model or an improvised card counter is placed in the tile and no further exploration rolls can be made. A tile can therefore only contain one wilderness location. The exploration chart shown above contains new locations we already have rules for, though in this issue we only have space for the wizard's tower.

BLACK TOWER

A Tall black tower soars into the sky, dwarfing any structure your scouts have ever seen before. A permanent black cloud hangs about the summit, and streaks of lightning play around the sky in constant flashes. Make a roll for each Magic Item in the banner, on a roll of 1 its power is absorbed by the tower and should be discarded. If you are not using tabletop forces the banner loses D6-1x100 points.

BOG OAK FOREST

Bog Oak is remarkable for its use in ship building, and your banner has discovered acres of the stuff! You may spend an additional D6 Gold crowns on building ship fleets, every year. Construction Limits for ships are ignored when building the ships from Bog Oak wood.

BREWERIES

This interesting location differs from race to race, from a Dwarf Beer Brewery, to Khornate Blood Distilleries and Elven vineyards. The tile provides (hic!) subsistence in the same way as a village, and earns your empire an additional D6-1 Gold crowns in revenue each year, rolled in each Revenue phase.

BRIGAND TERRITORY

This area is a notorious haunt of bandits and brigands. Roll on the Bandit table every time a banner enters the hex.

D6 Result

- 1 The Bandits are a force of monsters, roll on the Monster Table.
- 2 The bandit force attacks you in an ambush, destroying all baggage and killing D6+1x50 points of troops.
- 3-4 The bandits steal all your baggage before running away and hiding.
- 5 The bandits make no attempt to hinder the banner.
- 6 The bandits are of the same race as the banner and are impressed by your martial prowess. Gain 2D6x50 points of troops.

Monster Table

An event that leads to a confrontation should be fought as normal, with one of the other players (decided by tossing a coin, rolling a die, or fighting) taking control of the other army. If the monsters are the same race as the banner they will only attack on a D6 roll of a 1 or 2. The Monster army is worth 3D6x100 points.

D6 Result

- 1 Long legged beasts with tentacles and stuff. `Orrible! Banner is destroyed!
- 2 Mind numbing and horrifying creatures of Chaos (i.e. made entirely from Monsters who will attack everybody)!
- 3 Short but mean Chaos Dwarfs.
- 4 Weirdly grotesque and gratuitously violent Chaos followers!
- 5 Sinister and cruel Dark Elves!
- 6 Brutal, marauding Orcs!

CHAOS HORDE

You run into a Chaos horde, worth 3D6x100 points. The horde will move in a random direction each turn. If it runs into a non-Chaos banner it will attack them. If it runs into a Chaos force it will join them on a roll of 4+ on 1D6. If it does not join them it will attack them.

COVEN

The banner has discovered a group of religious zealots, roll 1D6 on the following chart to find out their allegiance and reaction.

D6 Result

- 1-3 The coven is an insidious cult, opposed to everything your empire stands for. As your banner approaches they flee, spreading dissent and committing treason in the surrounding area. Roll a D6 for each settlement within 2 hexes. On a 1 or 2 they are corrupted by the coven and become independent. A capital and its realm will never heed the lies of the zealots and is not affected.
- 4-6 The coven is a secluded sect from your own society. They greet your banner with suspicion, but soon realize they have the same ideals and join up. You gain D3x100 points to spend on a new unit for the banner. They must be an appropriate troop type, such as Dwarf Slayers, Elven Wardancers, Sword Masters of Hoeth or Empire Flagellants.

CRYSTAL FOREST

An amazing sight is unveiled before the scouts as the mists rise one morning. Stretched before them is an

expanse of forest, composed entirely of crystalline trees. The crystal is easy to exploit, and is desired by wizards and artisans throughout the empire. Add +D4 Revenue, rolled in each Revenue phase.

FLASH FLOOD

The banner happens to be caught in a sudden swelling of the river, caused by heavy rains and melting ice in the mountains. The banner loses D6x100 points, and any village downstream of the banner is razed on a D6 roll of 5 or 6.

GREAT HOARD

By some entirely improbable chance, the banner has come across a vast hoard of wealth, left by some ancient kingdom or army. Jewels glitter hundreds of yards in each direction, gold and silver coins are piled in heaps twice as high as the tallest man. The Hoard is worth 2D6 Gold Crowns and the tile should be treated as any other barren tile from now on. However, to carry the hoard the banner may not carry any baggage, as the wagons and carts have to be loaded with treasure instead of food. The hoard is treated like baggage for all other reasons (but can't be eaten...).

LORNALIM FOREST

The exploring banner discovers a huge forest of ancient Lornalim trees, probably the last remnant of a vast, continent spanning area of woodland. The potential of the wood in construction is considerable, allowing empires to build bridges and towns with greater ease. A Lornalim forest may be used by the possessing empire for construction. The wood counts as D6+2 Gold crowns, which may only be spent during Construction. The Lornalim forest increases the players Construction Limits by the same amount.

MINES

Mines are only found in mountainous regions. They delve deep into geological strata and volcanic fault lines to tap huge deposits of valuable metal ores and various strange and exotic minerals. Since mining has been going on in these areas for centuries, there are many lost and abandoned mines to be discovered. Many of the mines in the Old World were originally worked by Dwarfs in the days of the old empire, and have been long since abandoned.

The discovery of a mine with a rich deposit still not exhausted by its former owners can lead to a massive increase of revenue for the empire concerned. Of course there are risks involved in exploring the old shafts and tunnels, but these are more than offset by the potential rewards. This means that mountainous regions are potentially very valuable areas to conquer and bring within the borders of the empire, but they are also likely to be coveted by rival empires.

When a mine is discovered, scouts go into the workings looking for ore or slag in order to identify what was being mined. Sometimes the discovery isn't actually an old mine but a rich outcrop of minerals exposed in the rock face or in caves and ravines. Roll for the nature of the mine on the Mines Chart.

When a workable mine is discovered, place the mine model on the tile. This remains there to show that the mine is capable of producing riches and therefore might change hands in the course of the campaign. Once a mine has been found and its nature established, it cannot be changed by subsequent exploration. A mine can be razed like a settlement, in which case it is blocked for good (remove the mine from the tile). A mine provides no subsistence, nor is it able to withstand a siege or count as a defended settlement. If enemy forces occupy the tile, the mine is captured.

Mines Chart	
D6	Result
1	The mine has been worked out and is exhausted of minerals. Roll on the <i>Disused Mines Chart</i> . Dwarfs are such expert miners and prospectors that they stand more chance of finding something. For this reason, they re-roll this result if they wish. Dwarfs may re-roll on this chart or on the <i>Disused Mines Chart</i> instead.
2-4	The mine has a rich vein of base metals such as iron, copper and tin. These are useful for trade and the manufacture of weapons and armour. The ore can be traded or used to make weapons and armour. This generates two gold crowns revenue each year.
5	The mine has a rich vein of precious metals such as gold and silver. These can be used to mint currency increasing the revenue of the realm. If you still retain control of this tile in the winter season you can claim a revenue of three gold crowns each year.
6	Very precious or rare minerals were being mined here, roll on the <i>Rare Mine Chart</i> .



Rare Mine Chart**D6 Result**

- 1 The mineshaft caves in on the unfortunate scouts. Lose D6x10 points from the banner to represent those slain by the rockfall.
- 2-3 A rich vein of precious gems such as diamonds, amethysts, sapphires and similar precious stones is found. This treasure can be used to increase revenue. In the winter season, if you still retain control of this tile, you can work the mine, claiming a revenue of D6 gold crowns from the mining settlement each year.
- 4-5 Meteoric Iron. This exceptionally hard metal can be used to forge magical weapons. In the winter season, if you still retain control of this tile, you can work the mine. This allows you to choose a single magic item for your army each year, made from minerals obtained from the mine. Each item is worth D6x20 points. Dwarves may construct two such items.
- 6 Warpstone. The mine is an ancient ruined Skaven mine, or was abandoned in horror when the former miners struck warpstone. Skaven discoverers or forces of Chaos can use the warpstone to forge magic items. Other races suffer a loss of D6x10 points due to the corrosive effects of warpstone and immediately block up the mine tunnels for good (remove the mine from the tile). In the winter season, Skaven or Chaos forces who still retain control of this tile can work the mine. This allows them to D6x20 points of magic items for their army each year, made from the warpstone.

Disused Mine Chart**D6 Result**

- 1-3 The mine is totally exhausted and the workings are in a dangerous state of disrepair. The mineshaft caves in on the scouts: lose D6x10 points from the banner to represent those slain by the rockfall. Because Dwarfs are such expert miners and prospectors they are allowed to re-roll this result.
- 4 The mine is actually the entrance to a Dwarf Hold! Roll a further D6 and on a score of 1-4 the Hold is ruined, so roll on the Old Skaven Labyrinth Chart for discoveries. On 5 or 6 the complex is still inhabited and counts as an independent fortress of Dwarfs.
- 5 The mine is actually the entrance to a Skaven labyrinth. Roll again. On a D6 score of 1-4 it is in ruins so roll on the Old Skaven Labyrinth Chart for discoveries. On a score of 5 or 6, it is a Skaven den and counts as an independent fortress of Skaven.
- 6 The mine tunnels are infested with Cave Trolls or Night Goblins. D6x100 points of these can be recruited by Orc or Goblin armies or Chaos armies. Other forces lose D6x10 points representing scouts eaten by Trolls or bushwhacked by Goblins.

Old Skaven Labyrinth Chart**D6 Result**

- 1-2 **Skavenslave breeding facility.** Skaven players may add D6x100 points of Skavenslaves to their army. All other players are immediately attacked by D6x100 points of Skavenslaves led by champions.
- 3 **Skaven Research Lab.** You have found a cache of Skaven created magic items. You may add D6x25 points of magic items to your army. Good aligned players must roll a D6. On 1-3 the items are too evil to be used and the army destroys them.
- 4 **Ancient Skaven feeding ground.** Undead players may immediately add a banner of 2D6x100 points of Skeletons to their army.
- 5 **Ancient Skaven Temple.** Skaven players may 'pray' once each revenue phase. They receive D6-2 crowns to add to their coffers. Place a temple in the tile. All other players will destroy the temple and receive D4-2 gold crowns during the next revenue phase only.
- 6 **Ancient Skaven Stronghold.** Skaven and chaos players may immediately place a fortress in this tile. Other players may immediately place a ruined fortress in this tile.

MYSTIC FOUNTAIN

From a great depth, this artesian spring rises clean and pure in the midst of the desolation. A character slain in battle or through some other mishap (such as assassination) may be healed here if his body is brought within 6 turns of his death (the *Winter* season counts as 3 turns). However this is not automatic, roll 1D6, on a roll of 1 or 2 the character cannot be restored.

NECROPOLIS

A Necropolis is a city of the dead consisting of thousands of tombs, built one on top of another. There are many Necropolises throughout the world: some are very large and imposing but others are quite small and well hidden. They were built hundreds if not thousands of years ago by a forgotten race of humans whose treasures, wealth, and magical artefacts can still be found buried inside their tombs. Most necropolises have long since been plundered by tomb robbers, and the tombs themselves dismantled and destroyed by people who didn't like the idea of living next to a haunted city of the dead. All that remains of these looted and broken Necropolises are rubble strewn mounds of earth. Intact Necropolises are much harder to find, but as armies march through unexplored wilderness they sometimes come across these crumbling structures.

If a force moves into a tile containing a Necropolis the player may choose to send searchers inside to explore the ruins. Necropolises may contain treasure or magical

artefacts, but they can also contain unforeseen dangers. Some of these are material and commonplace, such as bands of cut-throat plunderers, giant carnivorous tombrats, gigantic poisonous insects, rock-falls, and tunnel collapses. There is also the possibility of getting lost and slowly starving to death among the labyrinthine tombs of the dead. However, these perils are nothing compared to the unparalleled consequence of disturbing a destructive force of Undead. When deciding whether to explore a Necropolis the player must balance the inherent dangers against the potential gain. A player is in no way obliged to search a Necropolis just because a force is in the tile. Should the player decide to search the Necropolis roll 2D6 and consult the Necropolis Search Chart to find what the searchers uncover.

A force which is in a Necropolis tile at the start of its turn can chose to remain stationary and search the Necropolis instead of scouting or moving. It is therefore possible for a force to search a Necropolis for several turns if the players wishes. The more time is spent searching the ruined tombs the more likely something dangerous is disturbed. To represent this increasing danger the player adds +1 to his dice roll for every turn spent searching. Thus a force entering a tile rolls 2D6, where as a force which entered in the previous turn rolls 2D6+1, and 2D6+2 in the following turn.

UNDEAD FORCES & NECROPOLI

Due to the powerful magical field radiating from the Necropolis an undead force does not suffer from magical instability if it is in a Necropolis map tile regardless of how many banners occupy the tile.

An undead player may search a Necropolis in the same way as any other player, but any search dice roll may be re-rolled once if the player does not like the first result. The player is obliged to stand by the second dice roll even if the result is worse than the first!

Rather than search the Necropolis an undead force may attempt to summon reinforcements from the dead. The player rolls a D6 to determine if he is successful.

D6 Result

- 1-2 The dead refuse to awake no reinforcements are gained.
- 3-4 D6x50 points of undead arise and join the player's force (Core units only).
- 5-6 2D6x50 points of undead arise and join the player's force (any units except Lords).

Reinforcements are added to the player's force. Players with tabletop forces may choose troops from the Warhammer Armies Undead list. Where the player finds it necessary to create new banners due to maximum point and unit values, remember that undead banners must be led by a Liche, Necromancer or Vampire or Tomb Lord.

NORSE RAIDERS

Your banner has come across a large encampment of axe wielding, ale swilling, shield biting Norsemen! Roll 1D6 on the following chart whenever a banner enters the hex:

D6 Result

- 1-4 The frothing Norsemen, legendary fighters and mercenaries, attack you with no provocation (except for the fact that you are there and they are Norse). The Banner loses D6x100 points in the battle before they take to their ships. Place a Norse longship on the tile. It will move up and down the coast/river in a similar way to pirates, treat then as the same.
- 5-6 The Norse ignore you and return to Norsca in D6 campaign turns, or at the start of the Winter season, whichever is sooner.

PROMETHEAN LAIR

Your scouts have discovered an immense seaside cavern, which is home to several large denizens of the deep. Roll 1D4 for the number of monsters sheltering in the caves, these will attack any fleet, except pirates, entering the hex. Roll on the following table if this happens:

D6 Result

- 1-3 The denizens swarm into the fleet and destroy it totally.
- 4-5 The denizens destroy several ships, any banners being carried lose D6x100 points each.
- 6 The attack is fended off and one of the monsters is killed. If ever the number of monsters falls to zero the hex reverts to a normal barren tile.



NECROPOLIS SEARCH CHART

2D6 Result

- 2 **Fabulous Treasure.** The searchers uncover a fabulously rich tomb containing jewels, gold coins, and countless other treasures. The treasure is added to the force's baggage train and may be added to the Empire's coffers on the army's return to Winter Quarters. Should the force carrying the treasure be destroyed by an enemy force the treasure is captured along with other baggage. If the army is destroyed in some other way the treasure is lost. Make note of which particular banner is carrying the treasure. The treasure is worth 3D6 Crowns added to the Empire's revenue.
- 3 **Hero's Tomb.** The searchers find the tomb of a long dead hero. The hero's war gear includes a magical weapon worth D6x20 points and magical armour worth D6x20 points. Players with tabletop armies may select items to the value indicated from Warhammer Armies. Other players add the value indicated to their banner.
- 4 **Necropolis Map.** The searchers find a carved slab upon which is inscribed a map of the necropolis. A copy of the map is made and returned to the army's camp. Although of no value in itself the map enables searchers to find their way into and out of the necropolis. During subsequent searches the player may add or subtract 1 from the Search Chart dice score, enabling searchers to avoid the worst perils and, hopefully, to find the most valuable treasures.
- 5 **Vast Hoard.** The searchers discover a hoard of gold and silver in a deep vault in the depths of the necropolis. The tunnel entrance is narrow and unsafe, but the quantity of treasure is virtually without limit. The player rolls a D6, if the score is a 6 the tunnel collapses and the treasure is sealed up forever. If the tunnel does not collapse the player may remove D3 Crowns of treasure. The searchers may continue to return to the horde in following turns by-passing the normal 2D6 search roll. Every time the player attempts to remove treasure from the Vast Hoard a test must be made to determine if the vault collapses. Once the vault has collapsed no further treasure may be removed. Treasure is carried in the force's baggage train and added to the Empire's revenue in the same way as the *Fabulous Treasure* described above.
- 6 **Cursed Treasure.** The searchers find a sealed tomb containing gold and silver objects of ancient and mysterious origin. This treasure is worth D6 Crowns and may be added to the baggage train and carried to the Empire's coffers as described for Fabulous Treasure. However, the tomb was cursed and a strange sickness descends upon the force. The force loses D10x10 points of troops at the start of every following turn. The only way to lift the curse is to leave the map tile containing the Necropolis; once the force has left the tile the curse is lifted. Players with tabletop armies must remove casualties in the form of character models where possible.
- 7 **Return Empty Handed.** Several tombs are plundered but most have been robbed in the distant past and the remainder contain nothing of value or interest. The searchers return to camp empty handed but grateful to be alive and unharmed.
- 8 **Massive Collapse.** A large section of the Necropolis collapses, trapping or slaying many searchers and driving the rest away empty handed. The force loses D6x20 points of troops. Where tabletop armies are used casualties are chosen by the player in the same way as casualties suffered by subsistence shortfall.
- 9 **Haunting Terror.** The search party returns to camp in a state of abject terror, reporting tales of haunted tombs, frenzied zombies, and other horrors. The searchers refuse to re-enter the tombs and the entire army becomes so restless and agitated that the force is compelled to retreat from the tile in exactly the same way as if it had been beaten in battle.
- 10 **Necromancer's Tomb.** A search party stumbles through a secret door. As they grope their way along the dark and filthy passageway they realise they are in the tomb of a Necromancer, and that the recesses and anterooms to either side contain hundreds of dead warriors. Fortunately the skeleton army appears completely inert, and the party succeeds in entering the throne room of the Necromancer himself. The throne room contains endless riches and magical treasures, but to touch any of them would be to risk awakening the Necromancer. The tomb robbers are now faced with an uneasy choice. If the player decides to remove an item from the tomb he rolls a dice on the chart below. If the dice score between 1 and 5 the party removes the item or items indicated. The player may now elect to leave the chamber or take another item. The player continues in this way until a 6 is rolled when the Necromancer is woken up. He instantly destroys the search party and reclaims any treasures they have already taken. Rousing his army of undead skeleton warriors from their deathly slumbers, the Necromancer leads his horde out of the Necropolis and attacks the player's forces as described for 12 below.

D6 Result

- 1 A magical weapon worth D6x50 points
- 2 One or more suits of magical armour worth D6x50 points
- 3 Magical standards or instruments worth D6x50 points
- 4 Magical scrolls worth D6x50 points
- 5 A magical ring worth D6x50 points
- 6 The Necromancer wakes!

Players with tabletop armies may select appropriate magical weapons, armour, etc from Warhammer Armies. Other players add the value indicated to their banner.

- 11 **Tomb Rats.** The searchers stumble upon a palatial cavern housing untold millions of carnivorous tomb rats. The rats flood from the tomb devouring the searchers and immediately head towards army itself. The great swarm of rodents envelops the entire army, overrunning the encampment and consuming everything in its path. Each banner in the force loses D6x50 points of troops and the entire force must retreat out of the tile as if it had been beaten in battle. If unable to retreat the force loses a further D6x50 points of troops before the rats finally stop attacking. In addition the force loses all of its baggage including prisoners, captured standards, captured war machines and anything else held with the baggage train.
 - 12 **Eruption of the Undead.** The searchers stumble across the tomb of a long dead Necromancer and inadvertently rouse him. The Necromancer leads his horde of undead warriors out of the Necropolis and attacks the player's forces. The resulting battle may be resolved by the Mighty Empires battle rules or by a tabletop game using Warhammer Fantasy Battle. The Necromancer's force consists of 4D6x200 points of troops and is represented by one or more metal Undead Banner models (a banner represents between 500 and 1500 points of troops). If a tabletop battle is to be fought then the undead army can be chosen by another player from the Warhammer Armies Undead list. If the undead force is beaten or the battle is drawn the entire undead force is removed from the tile, the Necromancer and his army returning to the necropolis. In the event of a draw or Necromancer victory the player's force is retreated exactly as after a normal battle.
- If the Undead win then the undead force is not removed but remains in play and continues to move around the map each turn. At the start of each campaign turn, and before any of the players have their own turns, the Necromancer's force is moved one tile in a random direction. The force does not have to scout, but it is susceptible to the magical instability rule for undead (on the roll of a 6 the force suffers normal subsistence shortfall). As the undead move into undefended settlements they automatically raze them. Independent settlements must be fought in exactly the same way as normal as these settlements may in fact harbour small armies. Every time the undead force razes a village or fortress it grows in size by D6x20 points as the local inhabitants join its ranks. Every time the force razes a city it grows in size by D6x100 points. If the undead move into a tile containing a player's forces a battle or siege is fought as normal. The undead force continues rampaging through the countryside in this way until it is destroyed or leaves the map area altogether. 10% of the force is comprised of Magic artefacts which a player defeating the Undead army can add to their banners. The undead force will also collect any magic items from players it defeats.

RUINED CITY/TOMB

The scouting force has discovered an ancient tomb or the long ruined remains of a town or city. A great calamity has destroyed the city and now it is a haven for all sorts of brigands, freebooters, adventurers and monsters. Ruined cities have no subsistence value. If the scouting force wishes to explore, roll on the following table:

RUINED CITY/TOMB TABLE	
D6	Result
1	This isolated tomb is the last remaining monument to some long forgotten hero or great warrior-lord. Over countless years it has been inhabited by foul monsters. Roll on the Monster Table to determine the inhabitants, these will attack the banner automatically.
2	The vast ruins of this ancient metropolis harbour a large and well established band of bandits. Toll on the Bandit table to see what they do.
3	The tomb is empty of treasure, but is infested by disease carrying rats. Any non-Skaven banners in the hex loses D6x50 points of troops.
4	The tomb has been desecrated and robbed by a long succession of treasure hunters and gold diggers and contains nothing but the dead.
5	The Tomb belongs to some long perished commander of an aeons old empire, who is but now only known by the inscriptions on his sarcophagus. The designs on the walls of the mausoleum are actually a large map showing the locations of D6 more tombs. To find out where they are, nominate one tile edge as '1' and number them clockwise. Roll 1D6 for each tomb to find the direction, and another 2D6 to find the distance in hexes. Roll on the Tomb table when these tombs are explored.
6	There is something peculiar about this place, roll on this table:
D6 Result	
1	Dragons' Lair. See the Dragonrage section of the Mighty Empires rulebook for details.
2-3	The area is actually the upper reaches of an old Dwarf Hold, which is still inhabited! Place an independent Fortress on the Hex and treat as normal
4-5	The ruined city conceals a huge underground fortress, buried for millennia under debris and rubble. It acts as a fortress from now on.
6	The Tomb contains an entrance to an underground highway, which leads 2D6 hexes in a random direction. Banners may move along the highway at double normal rate, and do not need to scout. At the far end of the highway will be another Ruined city/Tomb.

TOMB TABLE

D6 Result

- As the scouts enter the unblemished tomb a deep resounding voice booms out, "Who doth dare to disturb my slumber, who has not been woken for centuries!" With these words a terrible curse is laid upon the banner. At the start of each campaign turn the banner loses D6x50 points to terrible disease and starvation. Any baggage it carries is destroyed and the only way to reverse the process is to visit the mages at your capital or a Mystic Fountain location. If they do not do this before the Winter season, the remainder are assumed to perish on the journey home.
- 2-3 The tomb has been looted and is devoid of anything except the ancient hieroglyphics on the walls and floor.
- 4 The tomb is obviously the final resting place of some great and long-dead artificer, and may contain potent Magic Items. If you are using tabletop forces remember that Magic Items come from the character allowance, and must be carried by a character. This is true of any Magic items found, whatever their source. Roll 1D6:

D6 Result

- 1-2 The tomb has already been looted and is bare.
- 3 D6x50 points of Magic Items
- 4 D6x75 points of Magic Items
- 5 D6x100 points of Magic Items
- 6 D6+1x100 points of Magic Items
- 5 The tomb contains D6x100 points worth of Magic Items and D6 Gold Crowns.
- 6 The tomb contains an ancient black orb, through which a strong willed person may look along the winds of magic and spy out their enemies. The Orb may be used once per campaign season, by the banner's general. Roll 1D6 and look up the result below:

D6 Result

- The Orb possesses the wielder, making them flee northwards to the Chaos wastes. They are lost forever.
- 2-3 The Orb fails to help the character.
- 4 The character may look into any one hex within 2D6 tiles. You may look at the composition of any banner within the tile.
- 5 The character may look into a single hex anywhere in play as result 4.
- 6 The character's strong mind allows him to look into D6 hexes, anywhere in play.

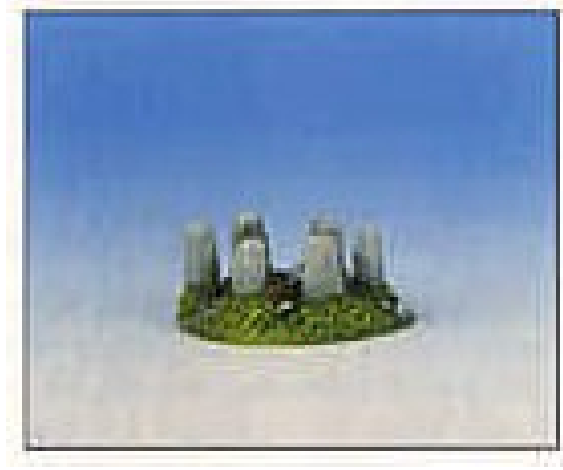
TEMPLES AND STONE CIRCLES

It is common for religious, mystical, and monastic orders to build hermitages, shrines, or temples in out of the way places. When searching a banner may come across such a location. Largely these people or places are of little consequence to an empire. Though there are more sinister zealots and also temples can disrupt the countryside with pilgrimages, jihads, or other religious fervour. This section of rules deals with Temples that are discovered in the wilds. Temples can also be established by players. This is dealt with later. Of the temples that can be found in the wilderness there are three types: Religious Orders, Chaos Temples, and Ruined Temples. Roll D6 to determine which is found:

- 1-3 Religious Order
- 4-5 Chaos Temple
- 6 Ruined Temple

Religious Orders are Temples or Shrines to specific or varied deities or philosophies. They can be the centres of religious pilgrimages, revivals, or even jihads or crusades. When a force discovers a temple of this sort, it becomes a part of your empire in name, but rather acts like a force of nature. Every Winter Events phase, roll on the following chart:

D6	Result
1	Religious Conversion. The missionaries from the temple have been well received by your populace. Each banner rolls on Subsistence Shortfall Chart.
2	Holy Pilgrimage. Pilgrims making a holy journey to shrines or temple disrupt the country side around the temple. Affected tiles keep forces from moving into them, unless a successful route roll is made. Work out which tiles in the same way as for <i>Dragonrage</i> .
3	Crusade! The gods demand that their followers rebuke the infidels. If your empire borders another, then the enemy settlements/territories touching your borders provide no revenue to that player this year. It is spent fighting off the fanatics on their borders.
4	Quiet Prayer. No event
5	Wayfarers. Travelling monks or missionaries canvass the nearest Barren tile. Roll on the Wilderness Locations Chart. Anything found is neutral till a force visits the tile.
6	Tithes. The temple gives your empire D3 crowns. A player may attack a temple with the intention to destroy and sack it. In this case generate 3D6x100 points of troops and the temple itself counts as a fortress with a x3 defensive modifier. If temple troops are outnumbered, they will retreat into their temple and a siege starts. If a tabletop battle takes place the temple troops may be lead by a wizard/shaman/priest/or grandmaster, and the troops are all crack elite/devout troops. A successfully destroyed temple yields 2D6 crowns.



Chaos Temples can be many varied things such as, a large fragment of *Warpstone*, a Beastman herd stone, a Chaos monolith, elaborate Temples to a Dark God, or even a portal to the Realm of Chaos itself. An empire discovering such places must take care for their futures. As the Realm of Chaos ebbs and flows these temples act as focal points for the forces of Chaos. A Chaos or Skaven player treats this temple the same as one he established himself and uses it to his advantage and he controls the power of it. If the temple exists in a non-Chaos/Skaven player's empire then they must deal with the shadow of Chaos. Every Spring and Autumn Equinox the player must roll 2D6 for each Chaos Temple. On a roll of 2 or 12, a Chaos Horde vomits forth from the Temple tile. Generate D6+1 tiles affected in the same way as *Dragonrage*. In each tile a Chaos Force worth 4D6x100 points of troops is placed. For each force, determine the type of Chaos force it represents and place the appropriate marker. Tiles these forces are placed in are razed if undefended. These forces can include daemonic elements. They move randomly during the campaign season. If two opposing Chaos forces (such as Slanneshi and Khornate legions) occupy the same tile, they destroy each other and are removed from the map. These forces exist until destroyed (reduced to less than 500 points) or they move off the map.

A player may decide that destruction of a temple is a good course of action. If a player attacks a Chaos Temple, a 5D6x100 point Chaos Army is generated to defend the Temple. Roll D6 to determine if the temple is a defensible structure. 1-3 it is simply a monolith, herd stone or other feature, 4-6 it is a Fortress-like structure with a x3 defensive modifier. Outnumbered Chaos troops will retreat to their temple and a siege will start. If the Chaos force is defeated then the temple is removed from the tile.

Ruined Temples can be found by armies in their travels. Sometimes the temple was destroyed by marauders, fell into ruin after becoming unpopular, or even struck by the hand of an angry god! If the ruins are investigated, roll on the following chart:

D6 Result

- 1 **Nothing** is found, looters long ago removed any valuables.
- 2 **Interesting Relics.** The scouts have found relics with important historical and religious significance empire gains D3 crowns.
- 3 **Collapse!** The ruins crumble and crash down, crushing the scouts. Lose D6x10 points of troops.
- 4 **Desecration.** The god whose temple this was, strikes the force with his might. Each banner in the force losses D6x20 points of troops.
- 5 **Magical Artefact.** The scouts find a magic item worth D6x10.
- 6 **Revelation!** The god of this temple appears and asks that the temple be restored to its former glory. He asks that a temple guard be established to protect it. Force loses D6x50 points of troops to become the new Templars, but the player gains an established Temple.

TRADING POST

The exploring banner has discovered an isolated trading post, dealing in exotic furs, wood, animals and strange primitive artefacts. The post provides an extra 1 Gold crown of revenue every year, which is increased to 2 Gold crowns if the post is connected to the rest of the empire by building a settlement in the same hex.

VOLCANO

There is a large active Volcano in the area, and it is liable to erupt sometime in the future. The hex uses the rules given in the last issue. Here is a summary: The Volcano erupts on a roll of 1 during the Winter Events phase, and sends out D6 lava flows in random directions, razing any tiles they enter.

WIZARD'S TOWER

Tall towers and magic have a long association in the history of the Warhammer World. From these impressive structures it is possible to watch and study the swirling patterns of magical energy which permeate the atmosphere and which are only visible to wizards and magical creatures. If carefully constructed and appropriately enchanted a tower can be made to attract and channel magical energy just as a lightning conductor channels electrical power. The height of a tower is very important to a wizard. The taller the tower the more effective it is as its increased height raises it above the magic turbulence created by ground dwelling living things whether intelligent creatures, animals or plants.

Wizard's towers are not always located in wildernesses or on tall mountain peaks. Wizards who live in the cities of the Warhammer World also build towers which rise far above the urban sprawl. Some of the

resulting spires are among the tallest buildings in the world and rise a hundred feet or more above the ground. The great Colleges which act as libraries and schools of magic inevitably have towers of various heights and design. The tallest and most elegant towers of all are said to belong to the High Elf city of Lothorn in the distant land of Ulthuan.

Only the most powerful wizards are likely to occupy a tower in the wilderness. These wizards will almost certainly have lesser wizards working on their behalf, as well as a small army to protect the tower, and a whole community of servants to look after all of them.

The discovery of a wizard's tower is something of a mixed blessing for the player in whose empire it lies. Most wizards are too busy pursuing their own complex research to take any interest in what might be happening in the outside world, and it may be hard for a player to rouse a wizard from his immediate concerns. On the other hand few wizards are actively bellicose unless provoked, so the presence of a wizard's tower is unlikely to cause any real harm to your empire. The greatest inconvenience comes during the equinoxes when the wizards are inclined to fire off experimental spells into the surrounding countryside.

A force which moves into a tile containing a wizard's tower may seek out the wizard and ask him for aid. to determine the result go to the wizard's tower reaction chart and roll 2D6.

A force may move into a tile without consulting its resident wizard at all. The force is assumed to give the wizard's tower a wide berth and there is no further effect.

Any force which begins the turn within the wizard's tower tile and which does not leave the tile that turn must roll to determine how the wizard reacts. Wizards dislike being disturbed and find the proximity of large numbers of armed warriors a bit intimidating go to the wizard's tower reaction chart and roll D6+6.

A force may deliberately attack a wizard's tower in the same tile as described later.

EQUINOX MAGIC

Wizard's towers are deliberately constructed to exploit the magical flux the swirls and billows high in the sky. The towers act like giant lightning conductors, channelling the magical power within them. During the Spring and Autumn Equinoxes wizards take the opportunity to practice their spell casting, often unleashing unpredictable experimental spells upon an apprehensive populace.

During the Equinox Magic phases roll a D6 for each wizard's tower on the map.

- 1-3 No spell is cast that Equinox
- 4-5 A standard Equinox spell is cast
- 6 An experimental spell is cast

Few wizards care if their spells benefit or harm the local population, or take any trouble to aim their magic away from inhabited areas.

To determine the direction a spell travels nominate the 6 tile sides 1 to 6 and roll a D6. The spell travels 2D6 tiles in the direction indicated. Obviously the spell might land in an unexplored tile, a tile occupied by an independent realm, or a tile which is part of a player's empire. It is also possible for a spell to land off the playing map altogether - in which case there is no further effect.

To determine which of the standard Equinox spells is cast roll a D12 and consult the Equinox section.

Spells affect the tiles already indicated with a few exceptions. A *Chaos Void* cannot be cast against a populated tile and is always displaced into the nearest random barren or unknown tile. If a *Hold River* or *Deluge* is cast against a non-river tile it is displaced into the nearest random river tile. A *Summon Host* and *Call Of Heroes* provides additional troops for whoever owns the target tile and is ignored if the tile is unknown. *Forge Magic* provides the indicated magic item for whoever owns the tile and is ignored if the tile is unknown. *Bumper Crop* affects whichever player owns the target tile and is ignored if the tile is unknown. A *Break Siege* will automatically affect the closest siege within 12 tiles and is ignored if there are none, dice randomly to see which side is destroyed. *Shrouding Mists* automatically affects the closest force within 12 tiles and is ignored if there are none, the force is obliged to make a winter retreat.

Wizards often set themselves up miles from nowhere so that they can concentrate on developing new spells. these experimental spells don't always work, and when they do they sometimes have unpredictable and surprising effects. These effects may be localised in the target tile or they may be more widespread affecting the entire empire in some way. Roll a D100 and consult the Experimental Spell Chart.

As an alternative to using this chart players might like to invent their own effects before randomly determining where the spell lands. Obviously effects cannot be so extreme that they remove any further point in continuing the campaign! The effects described above are about as severe as you can get, although you might like to vary the detail. for example you could freeze armies, rearrange tiles, isolate cities with a magical barrier, or whatever you feel is appropriate.

WYRMFATHER

Woe is upon you! The Wyrmfather is a huge incarnation of death and fiery destruction. The Wymfather is one of the original dragons, forefathers of the beasts that rule the skies in present times. Compared to the dragons of the present day, the

Wyrmfather is like to them as an eagle is compared with a sparrow. The Wyrmfather destroys the discovering banner entirely and sets about the surrounding area. See the Dragonrage section of the Mighty Empires rulebook, except that he travels 2D6 hexes before retiring to his lair. He is liable to come forth on his terrible wings in future turns in the same way as other dragons.

Experimental Spell Chart

D100	Result
01-05	Disaster! The spell proves a complete disaster, the wizard and his tower disappear in a tumultuous explosion. the wizard's tower is removed leaving the tile empty.
06-30	Flop. The spell proves largely unsuccessful having only a minor and inconsequential effect. For example, all butter is turned blue, ducks are overheard speaking Bretonnian, every hat in the land disappears, or the entire population sleeps through an entire day.
31-55	Minor Beneficial Success. Improved soil fertility, improved health, a statue turns to gold, or some other comparable event. If Autumn the tile yields an extra D6 crowns of revenue. If Spring stockpile D6 baggage in the tile.
56-65	Major Beneficial Success. Fruit and vegetables grow to gigantic proportions, hens lay golden eggs, the sun shines constantly all year, sickness is banished and invalids returned to full bodily health. If Autumn the empire doubles its total revenue this year. If spring stockpile D6 baggage in every city.
66-90	Minor Destructive Effect. Wells become poisoned, crops shrivel, people sicken, money disappears, milk turns sour, or some other similar calamity occurs. If Autumn the empire loses D6 points of revenue. If Spring the empire loses 1 point of baggage from each of its banners.
91-100	Major Destructive Effect. Buildings are blown apart, people vanish, herds sicken and dies, plagues devastate the land, whole settlements are affected by a slowing of the time, important leaders are turned into frogs or toads, all the gold in the land turns to lead. If Autumn the total revenue of the empire is halved rounding down. If Spring all baggage is removed from the empires forces.



WIZARD'S TOWER REACTION CHART

2D6 Result

- 2 **Joins Army.** The wizard is overjoyed to see you and immediately decides to give up his solitary life and join your forces. The wizard packs his bags, musters his personal retinue, and joins one of your banners. If unable to join a banner because of points limitations (max 1500 points per banner) he then forms a new banner.

The value of the wizard and his personal entourage is 2D6x100 points. If using tabletop forces then you should choose these troops from the Warhammer armies list for your own race. The troops chosen must always include at least one wizard and may include more if you wish. Heroes may be chosen, but must have a lower character level than that of the highest wizard character.

When the wizard leaves his tower it is assumed another wizard is left in charge or a new one takes up residence.

- 3-4 **Provides Troops.** The wizard is keen to derive zoological, botanical, geological, cartographic or other information. He agrees to send a small contingent with your army so that this information can be gathered. This contingent joins your force and fights as part of your army.

The value of the troops sent to accompany you is 2D6x50 points. If using tabletop forces then you should choose these from the Warhammer armies list for your own race. The troops chosen must always include at least one hero or wizard, and may include other characters if desired.

- 5-6 **Magical Item.** The wizard responds to your request for aid by giving your force commander a powerful magic item. this item adds 100 points to the value of your force. If using tabletop forces refer to Warhammer armies and choose a single magic item worth up to 100 points. This item must be given to your general (or the highest ranking character in the banner(s)).

- 7 **Scouts.** The wizard sends a party of scouts to guide you into the next tile. This enables you to scout another tile immediately and (assuming it is successfully scouted) move into the scouted tile immediately if you wish.

- 8 **Provides Information.** The wizard is unwilling to provide material assistance but volunteers to help you to spy out your enemy. The player chooses any 1 enemy force within 12 tiles of the Wizard's tower, and the enemy player must reveal the total points value of the force.

- 9-10 **Ignores Army.** The wizard ignores the army altogether. He is either too preoccupied to pay any attention or is simply unwilling to listen.

- 11 **Challenge.** The wizard is irritated by the presence of your troops and issues a challenge to the most powerful wizard in your force. You may refuse the challenge in which case see result 12 below. If you are using tabletop forces and you do not have a wizard to accept the challenge then see 12 below. Assuming the challenge is met roll a D6.

1-2 Your wizard is defeated and slain.

3-4 Your wizard is defeated and temporarily banished into a limbo like existence in the warp. He is not harmed and returns to your army automatically during the following Winter Season.

5 You succeed in defeating the wizard who withdraws to his tower. There is no further effect.

6 You slay the wizard leaving his tower open for you to plunder as described below (see 12).

If your own wizard is defeated then your force deducts points to represent his loss. If playing without tabletop forces this value can be randomly generated as D6x100 points.

If using tabletop forces you can resolve the battle between the wizards as a straight fight between to duelling wizard models. The enemy wizard is the same magic level as your own and is generated in the normal manner.

- 12 **Attacks!** The wizard resents your presence and gathers his forces to attack you. The wizard's force has a points value of 4D6x100. The conflict can be resolved in the same way as an attack on an independent settlement. If players prefer the wizard's forces may be chosen from any Warhammer armies list to the value indicated, and the battle may be played out as a tabletop wargame; the enemy force must include at least 1 wizard and if it includes heroes these must have a lower character level than that of the commanding wizard.

If the wizard's force wins the battle then your force is moved out of the tile in the same way as a force failing to take a settlement.

If you succeed in defeating the wizard then you may plunder his tower, remove magical items and take supplies. This entitles you to add the items listed below to your force. Players with tabletop forces may choose items from Warhammer armies to the points value indicated.

D6x20 pts. of magical weapons
D6x20 points of magical armour
D6x25 points of magic standards or instruments
D6x25 points of scrolls or rings
D6 baggage points

A player may decide to attack a wizard's tower with the intention of plundering it. If he decides to do this the action is resolved as already described except that if the wizard's forces are outnumbered they will automatically resort to a siege. A wizard's tower counts as a fortress for these purposes (defensive value x3) and the siege is resolved as if it were against an independent settlement. While besieged, no further rolls are made on this chart.

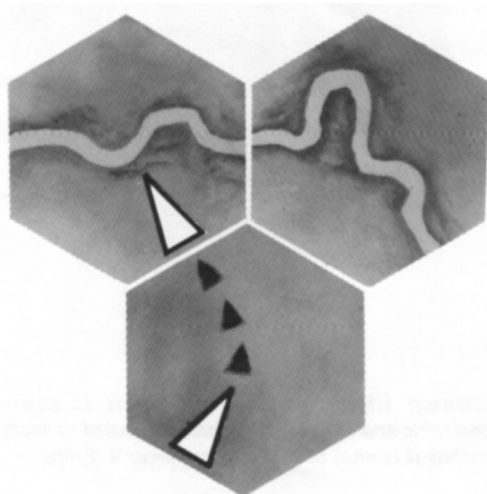
Once it has been plundered, the wizards tower is destroyed and the tile is once again barren, empty, and ready for future exploration.

3. MOVEMENT



During the movement part of the turn a banner may move into an adjacent tile which it has successfully scouted during the scouting phase. Banners never move more than 1 tile at a time, and may never move into a tile unless it has been successfully scouted during the scouting phase.

When moving a banner, the player repositions the piece as shown below. The banner is placed on the edge of the tile adjacent to the tile it has moved from. Banners always move from tile edge to tile edge in this way and are positioned so that it is obvious which edge they occupy.



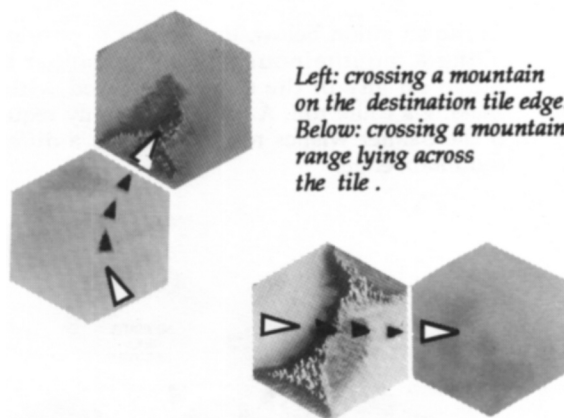
Banners move from tile edge to tile edge

BLOCKING TERRAIN

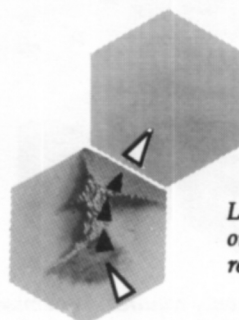
A banner may trace any route from the Edge of the map tile it is in to its destination edge in an adjacent tile. Banners may avoid crossing rivers or mountains where possible by going around them. If a banner cannot trace a route without crossing either an area of brown mountain or an unbridged river, its route is *blocked*, and it will be necessary for the force to test to see if a route is found through the blocking terrain. See *Route Roll*. Note that some special rules apply to blocking terrain as noted below.

1. **City Bridges.** If a river tile has a city in it, the settlement is assumed to lie on or near the river and includes a bridging point. This does not apply to fortresses or villages.
2. **Mountain Cities.** If a mountain tile has a city in it, there are assumed to be mountain passes leading from every edge and passing through the city. A friendly force may therefore move through mountain terrain on that tile without having to take a route roll.
3. **Mountain Edge.** If the banner is positioned on a mountainous edge, and if the brown mountain extends into the tile, the banner does not have to cross the mountain again unless it moves over a different mountain edge on the same or an adjacent tile.

In the examples below, it is impossible to move into the destination tile without crossing a mountain.



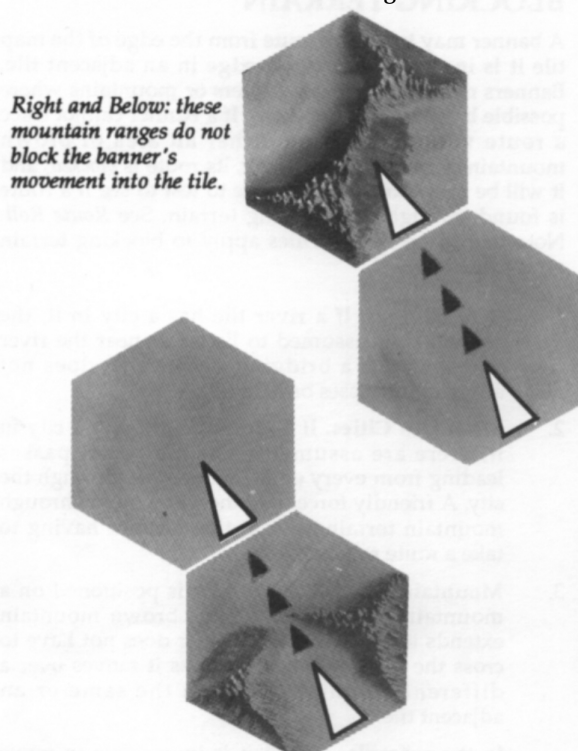
Left: crossing a mountain on the destination tile edge. Below: crossing a mountain range lying across the tile.



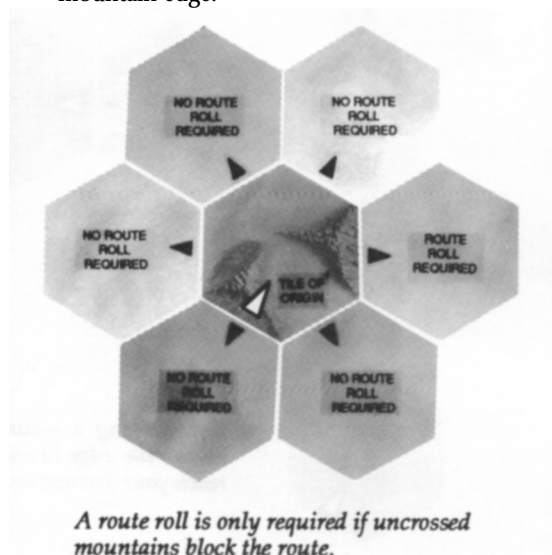
Left: crossing a mountain on the tile edge in order to reach your destination.

THE CAMPAIGN SEASON

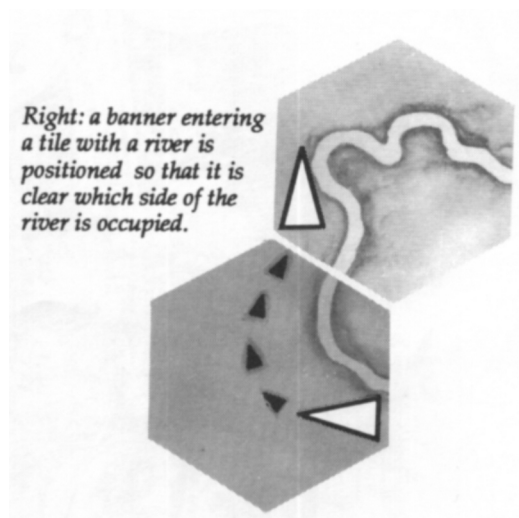
In the situations below the banner does not need to scout a route as it is possible to move from one tile to the other without crossing a mountain.



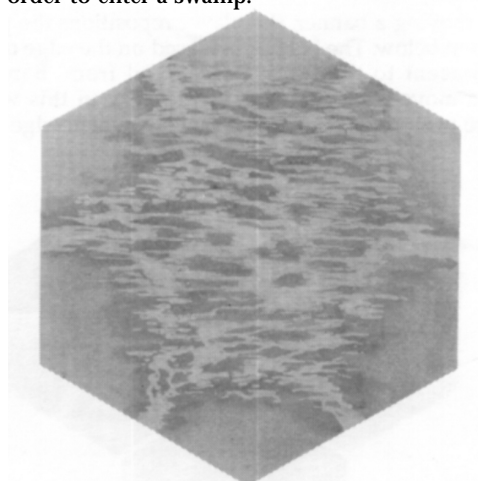
In the situation below, the banner is positioned along a mountainous edge. The banner may move off any of the edges indicated without making a route roll. A route roll is only required if the banner wishes to move off via a different mountain edge.



4. **River Banks.** If a banner enters a river tile along the river edge, the banner is placed so that it is clear which side of the river it is on. A banner cannot cross a river just because it moves from tile to tile. It must find a bridge, or find another crossing place by making a route roll. A banner may cross a river with no penalty if a bridge is present in the tile. Bridges can be represented by the bridge models.




5. **Open Sea.** Only ships can move across the sea. Nautical movement and warfare is described in the separate *Ships and War at Sea* section.
6. **Swamp.** The swamp tile is special: it is completely impassable and can neither be scouted nor moved into. It is not possible to make a route roll in order to enter a swamp.





7. **River Delta.** This river ending tile is different because the river splits into many rivulets and streams, rather than widening into an estuary. This makes the ground highly fertile and well irrigated, but also makes it difficult to build large settlements without extensive landscaping of the surrounding area. To represent this the tile is treated like any other coastal tile except that it costs more to upgrade villages to larger settlements. It costs 7 Gold Crowns to build up a village to a fortress and 12 Gold Crowns if the tile is barren. It is impossible to build a city on such terrain, and so you should re-roll any result on the scouting chart that indicates there is a city in the tile. Any settlement in the tile gains you an extra D3 Gold crowns from increased revenue, rolled in each Revenue phase.
8. **Isthmus.** Continental Separation has caused one large land mass to be split into two. There is a rocky gap between the two shores but the gap is narrow enough to be bridged, though at great


cost. Any banner wishing to cross from one side of the isthmus to the other must make a Route Roll to see if the ferrying across of troops goes without incident. A bridge may be built over the Isthmus like a river, but it will cost twice as much as a normal bridge. A city located within this tile will only have a bridge across the Isthmus on a roll of 4+ on a D6, made when it is discovered. Other settlements will never have a bridge across (unless it is built later). The Isthmus makes it hard to surround a settlement in the tile, as they are inevitably built near the water's edge. There is an additional -1 strategic modifier whenever a battle takes place in this tile.


The Isthmus also generates an extra Gold Crown in revenue if there is a bridge located there, due to the toll levied on travellers.

 9. **Rocky Promontory.** This rugged area of coastline is a warning that the surrounding sea is littered with reefs, rocks and other underwater dangers. Whenever a ship moves into this tile it should roll on the Sea Hazards table.

 10. **Off Shore Isle.** When scouting the Isle this tile counts as coastal, yet it should be part of your Open Sea tile deck. The tile can support any kind of settlement, and is treated like any other coastal tile except in battle. As the tile is easily defended there is a further -2 strategic modifier for any battles taking place in this tile. For obvious reasons, Banners may only travel between the main coast and the Off Shore Isle by being transported on a ship.


 11. **Rocky Coast.** Although it is in the coastal tile deck, the Rocky Coast tile should be treated as a highland tile for scouting, movement and Winter Retreats. The steep cliffs and lack of level shoreline make it impossible to enter this tile from the sea. Banners on ships may not scout this tile or disembark from a ship onto this tile.


 12. **Chasm.** The land is rent by a great fissure, created by turbulent tectonic and seismic activity. The Chasm itself is impossible to bridge or cross, so no banner may exit the tile from an edge which is on the opposite side of the Chasm. The area is also very prone to earthquakes, so a D6 should be rolled in every Winter Events phase. On a roll of a 1 there is an earthquake with the following effects. Any settlement in the tile will be Razed, place a razed counter in the tile. Any Banners in the tile are destroyed. There is a chance that the seismic activity spreads to surrounding tiles, so roll a D6 for every tile adjacent to the chasm. On a roll of 1-3 it is affected by the earthquake and suffers the effects above. On a roll of 4+ the tile is unchanged.

 13. **Volcano.** This tile is treated like any other highland tile, with one difference. Toll a D6 in

every Winter Events phase, on a roll of 1 the Volcano erupts!

Any settlement and banners in the tile are destroyed, replace the settlement with a territory marker to represent that it is now barren. In addition the lava spreads to D6 adjacent tiles. To determine which tiles, number one face 1, and the others 2-6 working clockwise. Roll a number of D6's equal to the number of lava flows to see where they spread to. Any tile affected by a lava flow is razed and any banners caught are destroyed.

 14. **Sand Banks.** This tile will only be used if you are using the rules for open sea. With the introduction of a different type of Open sea tile you should make an open Sea deck in the same way as the other tiles (choosing one at random, etc). The Sand Banks are a Sea Hazard and any ships should roll on the Sea Hazards chart at the end of this article. The Sand Banks cannot be Scouted or support a settlement, and troops may not be landed on them.

 15. **Plateau.** The Plateau provides you with another Capital tile, so you may choose to base your realm here. It should be treated like any other highland tile except that there is an additional -1 strategic modifier on any battles taking place within that tile, due to the defenders being able to set up earthworks and ambushes with greater ease.

Sea Hazards Chart

D6 Result

- | | |
|-----|---|
| 1 | The fleet runs into bad weather while trying to negotiate reefs. It is destroyed completely, along with any banners on board. |
| 2 | The ship runs into problems and catches against the reefs. All baggage is lost and each banner loses D6x100 points. In addition, at the start of each subsequent campaign turn, roll 1D6. On a roll of 1-3 the fleet may not be moved. On a 4+ it has escaped the reefs and may move as normal. Ships that are still stuck when the Winter Season starts are automatically destroyed. |
| 3 | Crew and soldiers are flung over the bulwarks as the ships narrowly miss the rocks and collide with each other. Every banner loses D6x100 points while any baggage carried is lost. |
| 4 | The cargo of the ships is lost as the captains try to lighten their loads by throwing stuff overboard, allowing the ships to pass over the underwater dangers. All baggage is lost. |
| 5-6 | The fleet manages to pass the hazard with no more damage than a few pieces of soiled underwear! |




OTHER TERRAIN

Plains, hills and forests do not block movement. In the case of forests we assume that there are sufficient paths to allow armies to march through.

THE ROUTE ROLL

A banner may not normally move onto a tile if it is impossible to do so without crossing an area of brown mountain or an unbridged river. Such terrain *blocks* movement as described above. If a force's intended movement takes it across blocking terrain, the player must make a *route roll*. Only one roll is made, irrespective of the amount of blocking terrain. Roll D6 and consult the route chart.

 For banners worth more than 1000 points, roll twice for the troop point losses.

ROUTE CHART

D6	Result												
1-2	Failure. No route is found, the force may not move this turn.												
3-4	Perilous Route. A route is uncovered but it is narrow and perilous. If the force moves the player rolls a D6:												
	<table> <tr> <th>D6</th><th>Result</th></tr> <tr> <td>1</td><td>Lose D6x50 points of troops per banner in the same way as subsistence shortfall. Also lose all baggage with the force.</td></tr> <tr> <td>2</td><td>Lose D6x20 points of troops per banner in the same way as subsistence shortfalls. Also lose 1 point of baggage per banner.</td></tr> <tr> <td>3</td><td>Lose 1 point of baggage per banner. If the force has insufficient baggage, lose D6x20 points of troops for every banner unable to lose baggage</td></tr> <tr> <td>4</td><td>Lose 1 point of baggage from the entire force.</td></tr> <tr> <td>5 or 6</td><td>Entire force passes through without sustaining losses of troops or baggage.</td></tr> </table>	D6	Result	1	Lose D6x50 points of troops per banner in the same way as subsistence shortfall. Also lose all baggage with the force.	2	Lose D6x20 points of troops per banner in the same way as subsistence shortfalls. Also lose 1 point of baggage per banner.	3	Lose 1 point of baggage per banner. If the force has insufficient baggage, lose D6x20 points of troops for every banner unable to lose baggage	4	Lose 1 point of baggage from the entire force.	5 or 6	Entire force passes through without sustaining losses of troops or baggage.
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5 or 6	Entire force passes through without sustaining losses of troops or baggage.												
5-6	A safe route is found and the force may cross without danger.												

If no route is found this does not prevent another attempt to find a route in the following campaign turn. Nor does it prevent other players trying to find a route into the same tile during their own turn.

The successful discovery of a route indicates that passage has been found and the force may move. No other force or player may use the route during that or any other turn, routes must always be established afresh when a force wishes to cross from one tile to another.

Routes across mountains and river are never reliable: sudden storms or heavy rain often close mountain passes, flood rivers, and generally make passage unpredictable.

MOVING INTO BATTLE

If a banner moves into a tile containing a force of one or more hostile banners there will be a battle. The moving banner/s are referred to as *attackers* and the enemy as *defenders*. Defenders may only avoid a battle by taking refuge in a city or fortress in the tile, in which case there will be a siege.

If a banner moves into a tile containing an independent settlement there will always be a battle.

When forces are brought to battle the result can be determined immediately using the *Battles Without Models* rules described later. Alternatively players using *Mighty Empires* together with *Warhammer Fantasy Battle* armies can choose to fight out battles as tabletop wargames. Battles against small independent forces are usually settled without fighting a tabletop battle as most battles of this kind tend to be rather one-sided and uninteresting as wargames.



4. BATTLES

When a force moves into a tile occupied by an enemy force a battle is fought. Battles are resolved by means of the rules given below. Alternatively, battles can be resolved as tabletop wargames using Warhammer Fantasy Battle and armies of painted Citadel models. This latter option is discussed in more detail later.

BLOCKING TERRAIN ON THE MAP

It is possible that opposing forces are in the same tile, but are divided by a blocking terrain feature such as a river or mountain. This does not prevent a battle being fought, but makes no difference to the theoretical positions of the banners on the map, ie neither force is considered to have crossed the blocking terrain. Perhaps the two forces clash when passes are clear or rivers low, or passage is adequate for troops but too narrow for baggage, equipment or other paraphernalia. Whatever the reason, fighting a battle makes no difference to subsequent route rolls for crossing blocking terrain.

BATTLE RESOLUTION

Each player declares the total points value of his force. The side with the most points has an advantage but will not necessarily win. The players refer to the Combat Table shown below. The points values of the opposing forces are rounded up to the nearest value on the table, and the two values compared to give a factor from -9 to +9. The factor represents the attacker's chance of winning - a high positive factor means the attacker will almost certainly win, a high negative factor means that he will probably lose.

STRATEGIC MODIFIERS

The six strategic battle cards are used to represent any advantage gained by outmanoeuvring, outfighting or outsmarting your opponent. The attacking player secretly chooses one of the three attacker cards (direct attack, surprise attack, or flank attack). Meanwhile the defending player also selects one of the three defender cards (counter attack, hold, and withdraw).

Once both players have made their choice they reveal their cards and compare them using the chart below. The resultant number modifies the Combat Table factor already obtained.

ATTACKER'S OPTIONS	DEFENDER'S OPTIONS		
	Counter Attack	Hold	Withdraw
Direct Attack	-2	0	+2
Surprise Attack	0	+1	-1
Flank Attack	+1	-1	0

RANDOM MODIFIER

There is no such thing as certainty in battle. A commander can tip the balance in his favour, but who is to prevent chance tipping it back against him? To the basic factor modified by the strategic modifier, add the score of 2D6. If the score is a double, this indicates that an important leader or hero has fallen casualty (see the Character Casualty rule).

COMBAT TABLE

ATTACKER'S STRENGTH IN POINTS

DEFENDER		250	500	750	1000	1250	1500	1750	2000	2500	3000	4000	5000	6000
	250	0	+2	+3	+4	+4	+5	+5	+6	+7	+8	+9	+9	+9
	500	-2	0	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+9
	750	-3	-1	0	+1	+1	+2	+3	+4	+5	+6	+7	+7	+8
	1000	-4	-2	-1	0	0	+1	+2	+2	+3	+4	+6	+6	+7
	1250	-4	-2	-1	0	0	0	+1	+2	+2	+3	+5	+5	+6
	1500	-5	-3	-2	-1	0	0	0	+1	+1	+2	+4	+4	+5
	1750	-5	-4	-3	-2	-1	-1	0	0	+1	+2	+3	+3	+4
	2000	-6	-5	-4	-2	-2	-1	0	0	0	+1	+2	+2	+3
	2500	-7	-6	-5	-3	-2	-1	-1	0	0	0	+1	+1	+2
	3000	-8	-7	-6	-4	-3	-2	-2	-1	0	0	0	+1	+1
	4000	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	0	0	+1
	5000	-9	-9	-8	-6	-5	-4	-3	-2	-1	-1	0	0	0
	6000	-9	-9	-8	-7	-6	-5	-4	-3	-2	-1	-1	0	0

BATTLE RESULT

Once the overall score has been established (basic factor + strategic modifier + 2D6) consult the chart below.

Score	Result	Losses in Points
2 or less	Defender Wins	Defender loses D6x50 points. Attacker loses 100+D6x50 points and is scattered.
3-5	Defender Wins	Defender loses D6x50 points Attacker loses 50+D6x50 points
6-8	Draw	Both lose D6x50 points
9-11	Attacker Wins	Attacker loses D6x50 points Defender loses 50+D6x50 points
12+	Attacker Wins	Attacker loses D6x50 points Defender loses 100+D6x50 points and is scattered.



For battles involving especially large forces, the casualties caused on the Battle Result Table are multiplied by a further 1 for each full 1000 points in the opposing force at the start of the battle. For example, a force of less than 1000 points will inflict the casualties indicated on the table, a force of 1000-1999 will inflict twice as many casualties, a force of 2000-2999 will inflict three times as many, and so on. This new rule makes it harder for small forces to take on very large ones without suffering considerable losses - although with luck it is still possible to obtain a favourable result.



For example: A Dwarf force of 2500 points attacks an Elven force of 1500 points. The Combat Table indicates a +1 (favouring the Dwarfs), the Strategic Modifiers are equal, and the 2D6 dice roll is 8 -with the +1 this gives a result of 9: *Attacker Wins*. The Dwarfs have won the battle but lost D6x50 points. Rolling a 4 this equals 200 points multiplied by 2 because of the Elves' points value, which results in 400 points of casualties. The Elves have lost and so suffer 50+D6x50 points of casualties. Rolling a 2 this equals 150 points multiplied by 3 because of the Dwarfs' points value this results in 450 points of casualties.

DEFEATED

A defeated force must withdraw from the tile immediately. If an attacking force is defeated it is moved back into the tile it came from. If the defending force is defeated it must retreat into an adjacent tile which is part of the player's empire.

A defeated defending force is unable to retreat if there are no adjacent tiles belonging to the player's empire. When this happens the force is destroyed. A force retreating over a mountain or river must make a route roll and is destroyed if it cannot find a route.

If a force which has not already taken its campaign turn is defeated it may not scout or move during the rest of the current campaign turn.

It is possible that a defeated force may be attacked by yet another enemy during the same campaign turn, in which case the player has the option of fighting or of avoiding combat by making another 1 tile move as if defeated.

DEFEATED AND SCATTERED

The entire defeated force is driven in panic from the tile and is said to have been scattered. The force retreats in confusion and disorder, breaking up and dispersing as it does so. The force retreats from the tile as described above for *Defeated*.

In addition, a scattered force abandons all its baggage and this is captured by the enemy. The scattered force may not make a route roll to cross mountains or rivers, and is destroyed if it must do so in order to move. If the force is represented by a tabletop army then any siege engine and war altars are also abandoned and are captured by the enemy.

Once the force reaches the safety of an adjacent friendly tile it reunites into its normal banner/s and suffers no further effects.

DRAW

If the game is a draw, both sides must leave the tile and retreat as if defeated. Forces must retreat to an adjacent tile which is part of their own empire.

A force attempting to cross mountains or rivers must make a route roll immediately. If unable to find a route the player re-rolls the dice until a result is obtained; it is assumed that following a drawn battle there is always time to find a route. If a force is unable to retreat to an adjacent tile it is destroyed in the same way as a defeated force.

The tile does not change hands in the event of a draw, it remains part of the defender's empire.

VICTORY

The winning force remains in possession of the tile. Any settlement models or territory markers in the tile are replaced with those bearing the player's own coloured flag and the tile becomes part of his empire.

A victorious commander may decide to pursue a defeated force until it leaves the tile, though he does not have to do so. There are definite advantages but there are also attendant risks. A pursued force is likely to abandon any baggage or heavy gear it still has. Casualties are likely to be left behind, and small groups of enemy may be caught and mopped up. On the other hand, pursuers may become dispersed and could fall prey to rear guard action from the foe. To determine the results of pursuit roll a D6.

D6 Pursuit Result

- 1 **Dispersed.** The defeated forces are driven hard by the pursuers. The defeated force must abandon all of its baggage; tabletop armies also abandon war engines and war altars if they still have them. The defeated force is not allowed to make a route roll to cross mountains or rivers.
- 2 **Shadowed.** The victors shadow the retreating force picking off stragglers and isolated groups. The retreating force loses a further D6x50 points of troops. Tabletop armies determine casualties randomly.
- 3 **Capture General.** The force loses an additional D6x50 points or, if tabletop armies are used, the victors capture the enemy commander model. If the commander has fallen in battle, test to recover him as a casualty. If alive, he is captured while lying wounded. If the enemy's commander model is dead, one randomly determined character is captured instead.
- 4 **Capture Baggage.** The retreating force must abandon its baggage as the pursuers overtake them. If the force has already lost its baggage then this result has no further effect.
- 5 **Cover Retreat.** The pursuers follow the retreating force but fail to catch up or inflict further damage.
- 6 **Rear Guard.** The pursuers become overstretched and are caught by a small group of rear guard troops, inflicting a serious defeat and ending the pursuit. The pursuers lose D6x50 points of troops. Tabletop army casualties are determined randomly.

DEDUCTING LOSSES

The loss of troops is represented by deducting points from the value of the force. If a force consists of several banners then losses are divided as equally as possible between them.

If forces are represented by model armies, then losses incurred under the battle resolution system must be translated into model losses among the force's constituent units. The player deducts models from any units he wants, reducing the force by no less than the number of points lost. It may be impossible for the player to reduce his force by the exact amount, in which case he will have to deduct marginally more. Any tendency on the part of players to expend poorer quality troops rather than better quality troops is considered acceptable and realistic. Models must be removed together with all their equipment. It is not possible to pay for losses by giving up armour or weaponry.

Where forces are represented by model armies, a player may remove a character or characters if he wishes. Characters may also be lost under the character casualty rule given below.

**CHARACTER CASUALTY RULE**

Any double rolled on the random factor means that a character has been slain during the battle. Roll a D6 to determine which side has lost a character: 1-3 attacker, 4-6 defender. Where using points only the player deducts a further D6x20 points from his force. If forces are represented by model armies then the player may nominate any character model from his force as the casualty.

INDEPENDENT SETTLEMENTS

When a player marches his force into an independent settlement he must fight a battle against the inhabitants. Depending on the time of year, local politics and the efficiency of the settlement's mustering system, the army will vary in size. The size of an independent settlement's army is therefore determined randomly before each battle. Consult the chart and roll a D6.

D6	Points Value of Defender		
	Village	Fortress	City
1	100	200	300
2	200	400	600
3	300	600	900
4	400	800	1200
5	500	900	1500
6	600	1000	1800

BATTLE OR SIEGE

An independent force in a village will always march out to fight a battle. If the independent force is in a city or fortress tile and has a greater points value than the attacker then it will also fight a battle. Otherwise it will withdraw into the settlement and fight a siege. See the Siege section for rules on sieges.

RESOLVING THE CONFLICT

Conflicts with independent settlements are resolved in the same way as conflicts against other players. Any of the other players may be asked to choose the strategic battle card for the independent army or a card can be dealt randomly

RESULTS

If an independent force is defeated then it is automatically destroyed and dispersed. The settlement changes allegiance and becomes part of the players empire. The player's flag is placed in the settlement and the independent flag removed.

If an independent force succeeds in expelling a player's force then the player's banners are moved back into the tile they came from exactly as if defeated by another player. The independent troops are assumed to disperse after the battle. If the tile is attacked again then a fresh force of independent defenders is generated.

If the result is a draw then the player's force is returned to the tile it came from exactly as if drawing against another player. The independent troops are assumed to disperse. If the tile is attacked again then a fresh force of independents is generated. In effect there is no difference between a draw and a defeat from the player's point of view, unless a route roll is required to successfully retreat in which case a draw affords greater opportunity to search for a route

Independent forces never pursue defeated enemy, they are assumed to be content with driving off their foes and defending their homeland.



CAPTURE OF A CAPITAL CITY

On capturing a capital city the vanquished player's empire crumbles. The vanquished party flees to one of the 1D6 nearest cities or fortresses that was in his empire (his choice). The surrounding settlements now become part of that realm. The remaining settlements or armies either are absorbed into the conquerors empire, stay loyal to the old empire, or revert to being independent.

The vanquished player rolls for each army. The first roll is 2D6 versus the distance from the old capital. If the roll is under the distance, the army becomes a bandit army. If above the distance then a second roll of 2D6 versus distance from the new capital is done. If the roll is over the distance the army becomes part of the conquerors empire otherwise it stays with the vanquished player's empire. Then for each army roll a 1D6, on 1 or 2 a half of the points value are lost in desertions, 3 or 4 a third of the points value are lost in desertions.

Settlements in a state of siege fall as if to treachery. The vanquished player then rolls for each settlement with modifiers depending on which empire the army in the same hex belongs to. The first roll is 2D6 versus distance from old capital. If the roll is under the distance, the settlement becomes independent. If over the distance then a second roll of 2D6 versus distance from the new capital is done. If the roll is under the settlement becomes part of the conquerors empire otherwise it stays with the vanquished player's empire. If the army changed loyalty each roll is modified by -3. If the army stayed with the vanquished player each roll is modified by +3.

All the vanquished player's armies and those just converted cannot move for the rest of this turn. The exception to this is for those armies in settlements not of the same empire. They are required to retreat from this hex in any direction with normal retreat rules in force.

5. SIEGES

Unlike battles, sieges can take several turns to resolve. While the siege is in progress players must take care to record details of the defending and attacking forces, especially details of damage caused by battery and declining baggage supplies leading to subsistence shortfall.

DEFENDER'S OPTIONS

As soon as an attacking force enters a tile containing a defending force as well as a city or fortress, the defenders may choose to retreat into their city/fortress. The defending banner/s are placed directly next to the city or fortress to indicate this. No battle is fought.

A city or fortress can hold only a limited amount of troops. A city may hold up to 3 banners, a fortress may hold up to 2. If a force is larger than the settlement can hold, the force may be split. Some banners retreat to the settlement while the remaining banner/s fight a pitched battle.

Whilst the fortress or city remains garrisoned the tile remains part of the player's empire regardless of the presence of besiegers.

ATTACKER'S OPTIONS

Once defenders have taken refuge in a city/fortress the attacker must decide whether to:

1. Remain in the tile and besiege the fortress/city
2. Return to the tile he came from.

An attacking force can be reorganised into two or more banners (rules on minimum/maximum banner sizes permitting). One or more banners can lay siege while the remainder move back to the tile they came from.

A banner which remains and lays siege is left on the tile edge where it entered. A banner retreating to the tile it came from is turned round and moved onto the edge of the adjacent tile.



UNDER SIEGE

Once a siege has begun the tile is declared to be *under siege*. Sieges can last for many campaign turns and are unlikely to end quickly unless the attacker opts for a direct assault.

While the tile is under siege no force from any side may move through it. Forces may move *into* the tile, but may only move out of the tile by the same edge they entered. A besieged city or fortress therefore presents a barrier to movement and continues to do so until the siege is over.

While the tile is under siege, fresh besiegers can join or relieve the original besieging force. Banners belonging to other players may also enter the tile to fight a battle with the besiegers. Besieged troops take no part in battles fought in the tile between other players. However, if the new attacking force belongs to the besieged player, the defenders can rally out and join the battle.

The besieger may give up the siege during any turn. His forces retreat into the tile they came from.

The besieged forces may rally out to do battle with the enemy during any turn. A conventional battle is fought as described in *Battles*.

FORTIFICATION DEFENCE VALUE

The defensive capability of a fortress or city depends on its fortifications and how well it is garrisoned. This is represented by a multiplier modifier applied to the value of the garrison. A city has a modifier of x2, a fortress a modifier of x3. For example, a city's garrison of 500 points is worth $500 \times 2 = 1000$ defence value. The chart below summarises the multiplier rule.

Garrison	Multiplier	Maximum
City	x2	3 Banners
Fortress	x3	2 Banners

SIEGE TACTICS

During the siege phase a besieger may choose to either assault the defenders or attempt to batter them into submission by means of engines, mines, and whatever means he has at his disposal. This can include the use of *Siege Trains* as described later.



ASSAULT

An assault is resolved in the same way as a battle. Refer to the Combat Table in the Battle section. Compare the points value of the attacking force with the defence value of the fortification. Note that the defence value will be higher than the value of troops in the fortification because of the garrison multiplier explained above. If the besieger also has assault *Siege Train* elements in his force, he may add in their modifier.



THE CAMPAIGN SEASON

The strategic battle cards can be used in conjunction with assaults to provide an element of skill. The defender's options may be thought of as representing localised reaction to attacks at specific points rather than an overall strategy. For example, the *withdraw* card therefore represents a withdrawal to inner defences rather than an abandonment of the entire fortress. Similarly, the *counter attack* card represents a sally by a group of defenders, it does not mean that the entire garrison rushes out at once.

The random modifier is also applied in exactly the same way as for battles, however a different results chart is used as shown below.



Battle resolution: Basic factor (from combat table) + strategic modifier + damage multiplier per 1000 points of troops + siege tower or battering ram modifier (+2 per element) + Random Modifier (2D6).

Score	Result	Losses in points of troops	
Up to 5	Bloody repulse	Defender	loses D6x50 points
		Attacker	loses 2D6x50 points
6-8	Repulse	Repulse	Defender loses D6x50 points
		Attacker	loses D6x50 points
9+	Stormed	Defender	loses entire garrison
		Attacker	loses D6x50 points

Stormed. The settlement is taken and the model fortress or city replaced with one bearing the player's own coloured flag. Any baggage, standards, war engines and war altars with the defenders are captured (see *Booty*).

Repulse. The attacker is repulsed from the walls. The attacker may launch a further assault that turn if he wishes, and may continue to launch assaults until the settlement is *stormed* or until the attackers suffer a *bloody repulse*.

Bloody Repulse. The attacker is thrown from the walls. This does not end the siege but the attacker may not launch a further assault until the following campaign turn.

BATTERY

The attacker may forgo the opportunity of assaulting a city or fortress in favour of battering it for a turn. Engines of war launch their missiles against the defences, engineers undermine the walls, and sappers attempt to blow holes in walls and doors. If players are using tabletop armies then battery is only possible if a force contains stone throwing engines, sappers, or cannons.

D6	Effect	Assault Bonus
1-2	Nothing	0
3-4	Minor damage	+1
5	Major damage	+2
6	Breach	+3

Following a turn of battery, any assault made in the following turn is worked out with an *assault bonus*. The bonus is determined by rolling a D6 immediately before the assault and is shown on the chart below. To benefit from this bonus the assault must be made in the turn following the turn of battery, otherwise the defenders rebuild their fortifications and make good any damage done.



THE SIEGE TRAIN

Fortified cities, fortresses and great walls can block or hold up the progress of your conquering armies. Often the only way to continue the campaign is to attempt to besiege such places or storm them by assault. This is both time consuming and costly, and you may end up watching your armies wither away with constant assaults, or see the campaign season slipping away as your forces remain encamped around a defiant enemy fortification. The only realistic solution to breaking massive fortifications is to employ a formidable siege train which includes siege engines of gigantic proportions capable of smashing down the strongest walls, gates and towers quickly.

All armies are able to besiege fortifications using the engines of war permitted in the army list. These machines and artillery are small and mobile enough to be used in the field in open battles as well. Some are simple enough to be constructed from local materials by an army which suddenly encounters a fortified position blocking its intended route. The war machines, artillery and siege engines of a siege train are altogether on a different scale. These machines are so huge that they cannot easily be constructed in the field. Instead they must be manufactured in advance, often in prefabricated sections which can be transported in wagons, on ships, or stored until needed in fortresses.

Each Engine has a point value of 250 in a siege. An attacking force equipped with these engines counts this point value in a siege. The points are not counted in an open battle, since these engines cannot be manoeuvred or set up on a normal battlefield and the rate of fire is too long. Siege train elements count as baggage and will be captured if the accompanying banners and escorting troops are defeated.

There are four principle siege engines (referred to as siege train elements) which make up a typical siege train. These are described below.

THE MONSTER STONE THROWER

This is a catapult operated by a massive counterweight which swings a long shaft and hurls a boulder a very great distance. The huge boulder will smash any ramparts that it strikes. The catapult is made of thick timbers to withstand the stress and strain, but the parts can be transported individually on wagons and are lashed together into a catapult in the siege lines.



THE GREAT CANNON

The great cannon is a cannon so big that the ruler of the empire will have to make special measures to get hold of enough metal to make it. All the bells in the realm or all the cannons of the fleet may have to be melted down to provide enough bronze to cast a single great cannon.

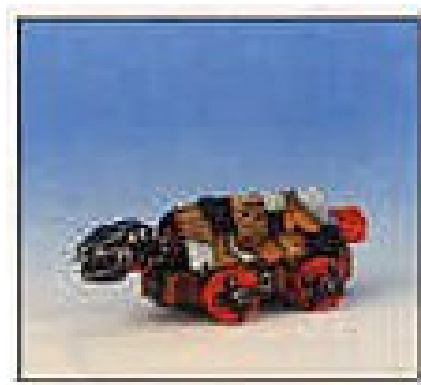
The great cannon is so monstrous that hundreds of oxen are required to pull it. Few roads and bridges can withstand such a weight passing over them, and city gates must be demolished for it to pass through. Several ships must be lashed together to convey its weight on the ocean.

An extra large company of artillery crew is required to serve the gun. The cannon-balls are usually made from stone and are fired with a sound like thunder. The shot roars through the air for a distance of several miles and can roll several miles more when it strikes the ground. Walls, gates and towers are shattered when the ball strikes. One shot requires more gunpowder than the entire fleet uses in a year.



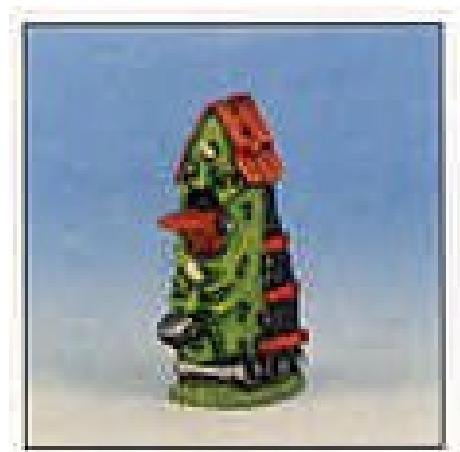
THE GIANT BATTERING RAM

The giant battering ram is cut from the tallest and strongest tree in the realm and shod with a massive iron or bronze head. Hundreds of men are needed to pull the ropes that swing the ram to strike a gate or fortress wall. One blow will smash great oak doors like matchwood or crumbles masonry into powder, collapsing towers and walls like sand castles. The hides of a thousand beasts form its canopy, protecting the operators from the arrows of the defenders. The giant battering ram is so heavy that its wheels cut gigantic ruts in the road as it is drawn along on the march by hundreds of oxen.



THE SIEGE TOWER

Hundreds of wagons are required to carry the prefabricated timbers that make up the siege tower, and when these are put together the siege tower will be raised higher than any known wall. Bolt throwers shoot out of port holes on each of its many levels. A drawbridge or spiked corvus is read on the top of the tower to be dropped on the enemy battlements allowing attackers to swarm across, constantly reinforced by a steady stream of soldiers scaling ladders within the protected tower itself. The whole thing is sheathed in iron and bronze scales or thick hides. It is pushed against the walls by a thousand men toiling on the siege ramp required to support its weight.



MOVEMENT

The siege train moves at the same rate as a banner and is subject to all the same rules except subsistence and the movement bonus from roads. Up to four siege train elements can be added to a banner and are moved in company with it. The point value is additional to the maximum 1500 points allowed to the banner. If accompanied by a siege train, the force cannot move via a perilous route, because the siege train makes it impossible to use wilderness tracks, fords, or mountain passes. The force must therefore march along roads and firm open ground. A force with a siege train can however be transported by sea. The siege train does not require subsistence unless moving on its own.

Three or more elements count as a "siege train" banner in their own right and can move on their own without accompanying banners. The column is assumed to

include the machines themselves plus 500 points of escorting troops and scouts (these can contribute to a siege or open battle). The subsistence requirement for an independent siege train is the same as that for a banner. It maybe useful to move a siege train in this way if its necessary for banners to move by a different route to the siege engines with the intention of making a rendezvous later (for example the army intended to use a perilous route, or the siege train was being transported by sea). Siege train models are placed in tiles to show where the siege engines are, whether they are with an army, involved in a siege, on the march, being transported by sea or in storage in a city or fortress. Abandoned elements are removed from the map and are assumed to be broken up by locals for the timber or go rotten in the rain. Siege engines are unsuitable for mounting on walls, towers or inside a fortification and cannot be used in defence if located in a besieged tile.

BATTERING FORTIFICATIONS

The assault of a strong fortification will be more likely to succeed if it is preceded by a period of battery using siege engines. If siege train elements are available to the besiegers to contribute to the battering, far greater destruction will be achieved in a shorter space of time making the final assault even more certain of success.

To represent this, when rolling on the Battering Chart add a modifier of +1 to the battering roll for each siege train element present which is capable of battery (ie: the monster stone thrower and the great cannon). This means that besiegers using a siege train are much more likely to gain the maximum assault bonus.

ASSAULTING FORTIFICATIONS

The siege tower and the giant battering ram can be used in an assault to enable attackers to storm the walls and smash the gates allowing troops to pour through into the fortification. To represent this the attackers gain an assault modifier of +2 per siege tower or giant battering ram present in the besieging force. This means that a force employing these engines is almost certain to successfully storm the fortification.

SIEGE TRAINS CAPTURED OR DESTROYED IN BATTLE

Following a battle, any pursuit resulting in the capture of the defeated army's baggage also results in the capture of its siege train. In a siege in which the defenders win by playing the *counter attack* strategy card this means that a successful sally from the fortifications has destroyed one element of the siege train. This must be removed in addition to any points lost in troops from besieging banners. The defender can choose which element is destroyed.

STARVATION

A tile containing a city or fortress normally provides subsistence. However, while a siege lasts no subsistence may be claimed by either side. The defending force will have to use any baggage carried or which has been stockpiled in the city or fortress. The attacker must also survive from his own baggage. Normal subsistence rules and losses from subsistence shortfalls apply to the fighting forces of both sides.

When conducting a siege against an independent fortress or city it is necessary to establish how much baggage the settlement has. At the start of the siege roll D6-2 to establish the amount of baggage held by the defenders - a score of less than 0 is always taken as 0.

A city or fortress which has no baggage and therefore no means of subsistence cannot feed its civilian population. This leads to the possibility of surrender under terms or betrayal. If the defenders cannot meet their subsistence requirement make the usual deduction of troops. Then roll a D6.

D6 Result

- 1 **Betrayal**
The settlement is betrayed from within. The garrison is destroyed and the attackers occupy the city/fortress without loss.
- 2 **Surrender**
The garrison offers to surrender the settlement in return for safe conduct. If the attacker accepts, the defending force moves out of the tile into an adjoining tile. The tile does not have to belong to the defender's own empire, but routes across mountains and rivers must be scouted as normal. The besiegers occupy the settlement without further loss. The besieging player can refuse the defender's terms, in which case the siege continues.
- 3 **Hardship**
The hardships endured by the civilian population mean that the maintenance of defences is neglected. Any further assaults are made with a +1 bonus on the assault chart. A succession of hardship results will increase the bonus by +1 each time.
- 4+ **No effect**
The population hardens its resolve and stands firmly by its defenders.

TERMS OF SURRENDER

A siege may be ended at any time if the two antagonists can agree to terms. Typical terms are that the garrison be allowed to march to an adjacent friendly tile during the player's turn, surrendering the fortress or city with its stockpiles intact. Players can negotiate details, such as the surrender of any captives, standards or war altars held by either side.

BOOTY

Once the city/fortress has been taken, any baggage stockpiled in the settlement or held by the defenders, is taken by the attacker. The upper limit of 6 baggage points per banner continues to apply and any excess is immediately lost.

If using tabletop armies then any war engines or war altars with the defenders are also captured. Engines may be used by their captors if they have spare crew to man them. Otherwise war engines and war altars remain with their captors as part of their baggage train, and are automatically sent to the capital at the end of the campaign season. The defeated force's standards are also captured by the attacker. They remain with the force's baggage until the end of the season when they are sent to the capital.





6. RAZE

Armies make demands on the lands through which they move: food for the troops, fodder for their horses, draught animals and carts for transport, and so on. This is represented by the subsistence rules which allow banners to subsist in tiles containing settlements. These demands may impose hardships upon the local inhabitants, but they are not so great as to prevent further subsistence or to destroy the settlements.

Razing a settlement is more destructive altogether. A razed settlement is looted of everything of value, all crops are harvested or destroyed, the area is stripped of its livestock, and everything that is useful to the army is taken. Once a settlement has been razed it cannot support even its own population, and banners will be unable to gain subsistence from it.

RAZING A TILE

A force may raze the settlement it is in at the end of the player's turn. The only exception is during a siege, when a settlement may not be razed until it has fallen to its besiegers.

The player declares that he is razing the settlement and places a *razed territory marker* in it. The settlement model remains in place and retains the player's coloured flag marker. Tiles which have been razed don't really belong to any empire - but they retain their flag to show which player razed the tile.

The player takes baggage points equivalent to then settlement's subsistence value and places them in his

force's baggage. Baggage points may be distributed among banners in the force as the player sees fit. This represents the loot taken by troops, stripped from the fields and pilfered from the inhabitants. A banner is still subject to the usual limitations on the amount of baggage carried and any excess is immediately lost.

RAZED TILES

Once a tile has been razed it is treated as a barren area belonging to no empire. It cannot be used for subsistence, and it yields no revenue at the end of the year. If the tile contains a city or fortress it cannot be defended during a siege.

A razed tile remains barren until the following winter when a test is made to restore all razed tiles.

THE PURPOSE OF RAZING

Razing a tile denies its revenues and subsistence to your enemies, but it also destroys its benefit to you. A deep raid into enemy territory, razing tiles as you go, can seriously weaken his empire. This is especially true during the latter half of the season when your enemy may have little chance to retaliate.

Razing may also be useful as a defensive measure. If your forces are retreating, they can deny subsistence to the enemy by razing tiles as they retreat. Such a measure may save your skin in an emergency.

7. REORGANISATION

The reorganisation phase gives players the opportunity to restructure their forces, distribute supplies and create stockpiles.

REORGANISING BANNERS

A force of two or more banners may be reorganised by transferring points between the banners. Where armies are represented by actual tabletop troops, whole units or characters may be transferred from banner to banner but individual units may not be split. A unit of less than 5 models may be amalgamated into another unit of the same type of troops, but other units may not be amalgamated.

Banners which have fallen to below 500 points must combine with other banners in the same force where possible. The result is to bring the combined banner up to the minimum 500 points value. All newly created banners must conform to the requirement that each banner has between 500 and 1500 points (also at least 1 character and between 1 and 7 units). All changes to the composition of a banner must be recorded and the points value adjusted accordingly



DISTRIBUTING BAGGAGE

Baggage may be freely distributed between the banners in a force. No single banner may possess more than 6

points of baggage and any excess that cannot be stockpiled is lost.

STOCKPILES

Baggage points held by a banner may be transferred to a city or fortress in the same tile to create a stockpile. A city or fortress may hold a stockpile of up to 6 points of baggage. Baggage counters are placed in the tile next to the settlement piece.

A banner may subsist from a stockpile in the same tile instead of using its own baggage. In the case of a siege only the defenders may subsist in this way. Baggage from a stockpile may also be transferred to any banners in the tile during reorganisation.

If a city or fortress falls to another player, its stockpile is also captured by him. Captured baggage can be left in the stockpile or placed with the conquering force.

Stockpiles may be deliberately destroyed by a friendly banner in the tile, but not if the tile has no banners in it.

If a settlement is razed, its stockpiles are liberated and are distributed among the occupying force together with the additional baggage points yielded from the razing itself. Any baggage points the force cannot carry are lost. Once a settlement has been razed it cannot be used to stockpile further supplies.

SHIPS AND WAR AT SEA

The Mighty Empires campaign game is not primarily concerned with action at sea, but provision has been made for it. Fleets can transport troops across open water, but it is also possible to resolve naval battles in an abstract manner comparable to that used for sieges.

At the time of writing there is no Warhammer naval combat game and it is not therefore possible to resolve naval conflicts by means of a tabletop wargame. However, players who find the idea appealing may wish to design their own model ships and game rules so that they can fight naval battles. We have done this ourselves on several occasions and with very satisfactory results.

SHIP MODELS

Each ship model represents not one ship but a small fleet of craft of assorted size and type.

MOVING SHIPS

Ships may occupy the water portion of any coastal map tile. There is no maximum limit to the number of ship models that may be placed in a tile, although it may be necessary to have a single model represent several if there is insufficient space for a large fleet. Ships cannot be moved off the map into the imagined area of open sea.

There is no need to provide subsistence for ships as it is assumed they collect fresh water and supplies from the coasts they pass, sending out small boats to forage or buy provisions. If the ship is carrying a banner, then the player must provide subsistence from its baggage in the normal way.

Ships may move 1 tile during the player's turn. As long as the ship remains at sea it may enter any coastal tile, even a tile occupied by enemy land forces or belonging to another empire. The passage of the ship does not affect possession of the coastal territory unless the tile is unknown and the ship is carrying a banner as noted below.

Unoccupied ships may not scout and so may not acquire territory. Ships which are carrying a banner may scout coastal tiles using the normal coastal scouting table. It is assumed that the army is sending out small landing parties to explore the terrain.



MOVING OVER OPEN SEA TILES

It is rare for sailors to venture far from sight of the land, and most journeys take the form of hopping along the coast. In this way it is possible to make for a safe haven in the event of a storm, and it is possible to stop to take on fresh water and supplies. Pirate galleys are especially small and ill-equipped to undertake

hazardous sea voyages; they are fast fighting ships without the resilience or staying power to sail the oceans. In this respect the galleys follow the rules in Mighty Empires - they may only move along the coasts and not into areas of open sea.

Open Sea tiles represent the deep ocean, where storms can be extremely hazardous, where winds can becalm a ship or take it way off course, or where inexperienced seamanship can quickly lead to a ship capsizing or losing its masts. Sailing ships are allowed to move into these sea tiles, and don't need to make a scouting roll to do so. When a ship moves into the sea map tile the player makes a special Ocean Weather roll on the Ocean Weather Chart below.

ENGAGING ENEMY SHIPS

If a ship enters a tile containing an enemy ship counter, either side may attempt to bring the other to battle. Note however that both sides may choose not to fight in which case both sides occupy the tile peacefully.

To bring an enemy ship to battle both sides roll a D6. The highest scoring side has out-sailed the other and may decide whether to force a battle or not. If no battle is fought, all ships remain in the tile and may move away in their following turn. In this situation rival ships may occupy the same tile without fighting.





OCEAN WEATHER CHART	
D6	Result
1-3	Calm Seas. The ocean remains calm and the ship successfully moves into the tile without hazard.
4	Becalmed. The winds fail leaving the ship stranded in the sea tile. The ship may only move out of the tile again by rolling a 6 at the beginning of a subsequent turn. If the ship is unable to move out if the sea tile before the end of the year it is lost.
5	Strong Winds. Strong seasonal winds carry the ship way off course. Nominate each tile edge as 1 to 6 and roll a D6. The ship is immediately moved into the map tile indicated. If the ship is moved off the map playing area then the ship is swept away and lost.
6	Storm. The ship is overtaken by storms. Roll a D6: <div><div>1</div><div>Ship capsizes and is lost.</div></div> <div><div>2</div><div>Ship loses rigging and drifts around on the currents. The ship may only move at the beginning of any subsequent turn on the D6 roll of a 4, 5 or 6. The ship may be re-fitted by visiting any harbour after which it may move as normal.</div></div> <div><div>3</div><div>The ship is blown wildly off course. Nominate each sea edge as 1 to 6 and roll a D6. The ship is immediately moved into the map tile indicated. If the ship is moved off the map playing area then it is swept away and lost.</div></div> <div><div>4</div><div>Heavy weather takes its toll on the crew, any banner carried by the ship suffers 6xD100 points casualties and any baggage carried is lost.</div></div> <div><div>5</div><div>The ship is blown onto a sandbank and becomes stuck fast. The ship must wait for the next high tide before it can move off. The ship misses its next turn but may then proceed as normal.</div></div> <div><div>6</div><div>The ship weathers the storm and is propelled into a fast oceanic current. The ship is moved again immediately - the player has no choice but to move as the current is far too swift to allow the ship to remain where it is.</div></div>

NAVAL ENGAGEMENT CHART

Battles at sea are resolved by means of the chart below. Both sides add up the number of friendly ship models in the tile. If any side has banners on board its ships, these are added to the total. Also, if one side has Ship-of-the-Line in the fleet, they add +2. Pirates add +1 to their dice score to account for their ferocity and the superior handling qualities of their ships. For example, if a force of 2 ships and 2 banners is fighting the total is 4. Both sides add the score of a D6 to their total.

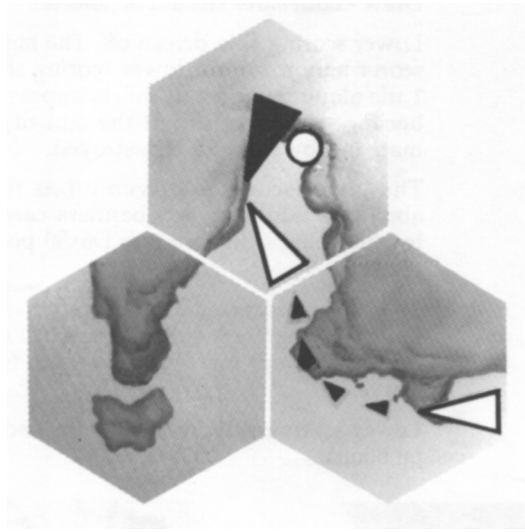


Naval Engagement Chart	
Difference in Score	Result
0	Draw - both sides sustain no losses.
1	Lower scoring side driven off. The higher scorer may move the lower scoring ships 1 tile along the coast. If this is impossible because the ships are at the end of the map, the lower scorer is destroyed.
2	The lower scorer is driven off as for 1 above. In addition, any banners carried by the losing side each lose D6x50 points of troops.
3	The lower scorer suffers 1 random ship destroyed together with all on board. Any remaining ships are driven away as for 1 above.
4+	Lower scoring side loses all ships and all on board.

HARBOURS

Any city in a coastal map tile, or a river valley map tile which ends on the coast, automatically has a harbour. No other settlements have harbours. Ships at sea within a map tile which contains a harbour may put into the harbour during their turn - this does not affect their normal movement so it is possible to move into a tile and into a harbour in the same turn. Similarly, ships in harbour at the start of their turn may put to sea and then move 1 further tile during their turn.

If a ship attempts to enter a harbour already occupied by an enemy ship, there will be a naval battle. Neither side may avoid the engagement in this situation. If the result is a draw the attacker remains in the tile but is moved out to sea.



The presence of a ship in a harbour does not affect possession of the tile, so a ship from one empire may lie in the harbour of another, but have no effect on the tile's ownership.



TRANSPORTING TROOPS

A banner entering a tile which contains a friendly ship in harbour may be placed in the ship. The player can do this by making a note, or by placing the banner directly next to the ship counter. A ship counter can hold only 1 banner.

A banner may only embark if its way to the harbour is not blocked by terrain or besieging forces. If the city is besieged the banner will not be able to enter until it has fought and defeated the besiegers. If mountains lie between the banner and the city a route roll will have to be made to cross them.

A ship which enters harbour in the turn may disembark its banner immediately. A ship already in harbour may disembark its banner and then take its move as normal.

DEFENDED HAROURS

Banners disembarking into a tile are treated exactly like those entering from an adjacent land tile. If the tile already contains enemy troops a battle is fought for its possession or the defender may retreat into the city and initiate a siege. If a battle ends in defeat for the invaders, the banner immediately re-embarks and the ship is moved out into the open sea in the same tile. If the ship has moved off the defeated force cannot retreat and so is destroyed.

Although harbours are associated with cities, it can be assumed that the actual landing area may be somewhere slightly apart from the city docks themselves. With this in mind, it is possible to fight a tabletop wargame to represent the invasion. However, a battle fought amongst the quays and warehouses of docklands might make an interesting game if players are able to provide appropriate scenery. Also, the attacking side may incorporate up to two table top ships and the defender one ship in the tabletop battle.



FORCED LANDINGS



For a banner to disembark on a tile not containing a harbour the player must provide marines (specially trained troops) and landing boats. See *Winter* phase about purchasing such capability. A player may only land 500 points of troops per campaign turn. Tabletop

battles taking place during landings may include up to two ships and any reasonable amount of landing boats, but one half of the troops must be on the ships and brought via the landing boats to the shore.

POSSESSION OF HARBOURS

A force disembarking into an unoccupied city takes it over exactly as a land force would in the same situation.



A force which defeats an enemy defending force assumes occupation of the city, and territory passes into the hands of the conquering empire.

INDEPENDENT HARBOURS AND SHIPS

Independent coastal cities may have ships; this is determined during scouting. Independent ships remain in harbour. They will attempt to bring any ship entering the map tile to battle, and will automatically attack any ships which enters the harbour. An independent ship driven off during a naval battle is destroyed.



PIRATES

Pirates are an ever present threat in the Warhammer World, especially in the much used Middle Sea, where trading ships travel constantly between Araby, the southern states of Tilea and the Kingdoms of Estalia. Unlike trading vessels, which are heavy lumbering craft powered by sail, the pirate ship is a sleek galley powered by both sail and oar. These galleys are very manoeuvrable: their oarsmen can turn them in the water extremely quickly, and because they are powered by oars as well as sail they can move against the wind. Being much more lightly constructed than sailing ships, galleys are less sea worthy which means they can be smashed apart easily by storms or capsized by heavy swells. However, as they have a very shallow draught galleys don't require deep harbours. In the event of a storm the crew run the ship aground on a stretch of sand and wait for the seas to calm before dragging the ship back into the water. This is ideal for the pirates, because it means the ship can land anywhere on the coast to pillage local communities.



When scouting reveals an independent city in a coastal map tile the player rolls on the Harbour Chart to see if the city has an associated trading fleet. If a fleet is present then it is normally represented by the ship models supplied in the game. However, it is possible that the city is a nest of pirates and that its fleet is a pirate fleet. Roll a D6. If the result is a 1, 2 or 3 the ships are ordinary sailing ships. If the result is 4, 5 or 6 the ships are pirate ships.

Pirate ship models represent dangerous groups of pirates rather than just a single ship. Unlike other independent ship models, pirate ships move over the seas during the campaign season, raiding nearby coasts and attacking the fleets of the players.

At the start of each campaign turn roll to determine the movement of each pirate ship. Each pirate ship is moved independently, so if there are several ships on the same tile they may move in different directions. Pirate ships either move directly along the coast or they remain where they are - nominate one direction as upcoast and the other as down coast and roll a D6:

D6	Result
1-2	The ship moves upcoast by D6 map tiles. If the ship moves over or into a tile containing a coastal village which has no protecting forces, then the village is razed on the D6 roll of a 4 or more. Independent settlements are always considered to have a small force and so are not razed.
3-4	The ship moves downcoast by D6 map tiles. If the ship moves over or into a tile containing a coastal village which has no protecting forces, then the village is razed on the D6 roll of a 4 or more. Independent settlements are always considered to have a small force and so are not razed.
5-6	The ship remains in its tile and does nothing this turn.

If a pirate ship moves off the map then it is removed from play. The pirates have moved off into another area and won't menace the players any longer.

If a pirate ship moves into a tile containing a player's ship then the player may attempt to bring the pirate

ship to battle. Both sides roll a D6 to establish which side has out-sailed the other in the normal way for naval engagements. If the pirates score highest then they have avoided the player's fleet and the pirate ship is unaffected. If the player scores highest then the pirates are brought to battle and a naval engagement is fought. Regardless of the results of the naval engagement the pirate ship is halted in that tile for the turn. This means that even though a player might fail to destroy a pirate ship by fighting it, at least he will reduce the devastation caused by piracy.

Naval engagements are resolved as described in *Mighty Empires* using the Naval Engagement Chart. However, pirates add +1 to their dice score to account for their ferocity and the superior handling qualities of their ships. The procedure therefore works as follows: both sides add up the number of ships on their side (in the case of pirates this is usually 1 because each ship moves independently). Each player then adds +1 for each army banner carried on board his ships. Note that pirate ships never carry banners, but their crews are fairly aggressive and can look after themselves. Both sides add a D6 to their total. The higher scoring side is the winner and the extent of the victory depends on the difference in dice scores.

Pirates may move into and through coastal map tiles containing fortresses or cities, but they cannot raze these settlements as their defences are too powerful. During the Winter Season each pirate ship automatically returns to the nearest independent coastal city. Pirate ships may move through other ships in order to reach a harbour - they cannot be brought to battle or otherwise prevented from reaching their destination. Due to bad weather and the need to conduct essential repairs, pirate galleys must be berthed in dry-docks over the winter. An independent city may harbour up to a total of 3 ships over the winter, including ordinary ship models as well as pirates. Any ships attempting to over winter in a harbour which is already fully used are automatically removed from play - it is assumed that these ships are either wrecked by storms or fall into disrepair.

THE WINTER SEASON

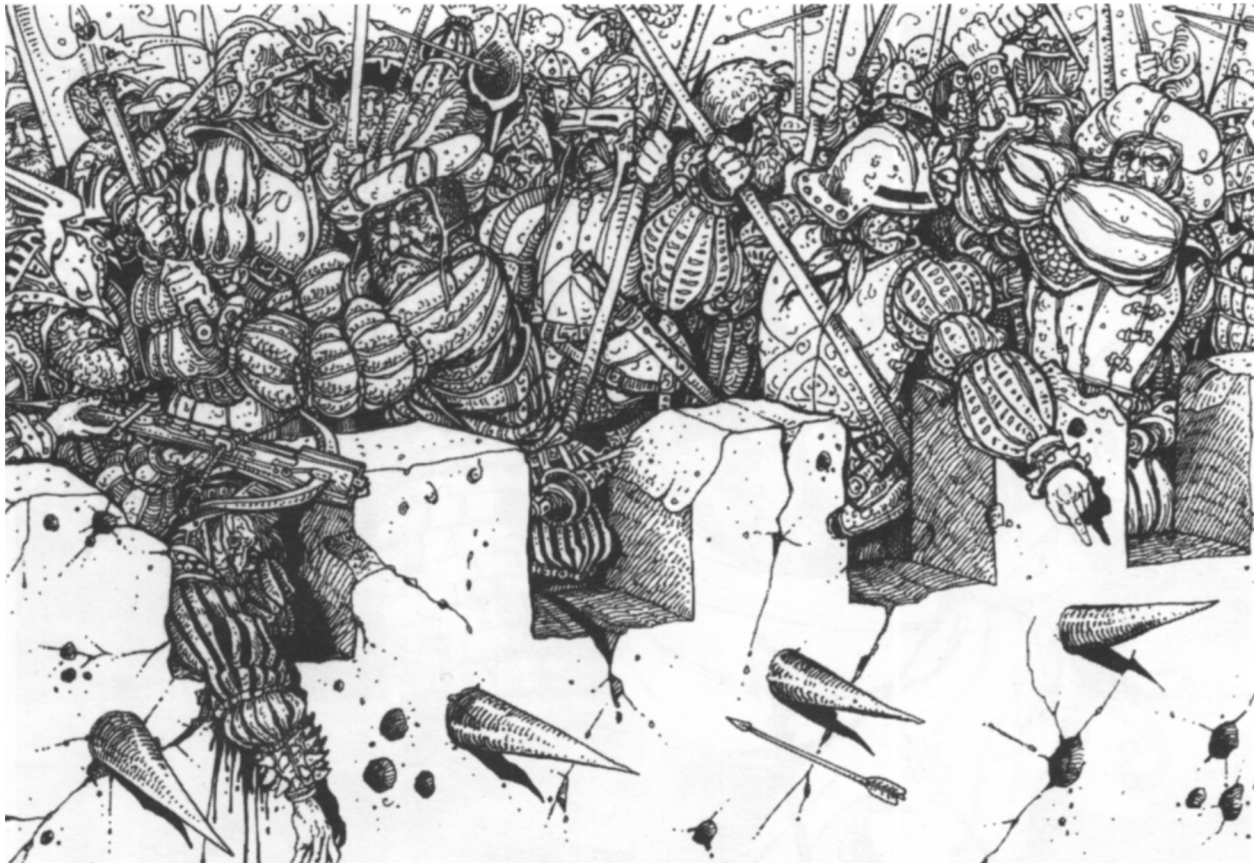
After the final turn of the campaign season, play ceases for the duration of winter. The winter may be inactive from the point of view of battles, but it is still a busy time for the rulers of the various empires. Gains must be consolidated, fortifications built, armies brought up to strength and re-equipped. Winter is the time to prepare for the next mason's campaigning.

THE WINTER SEASON

The winter lasts for the equivalent of 6 ordinary campaign turns or 6 months. During this time each player gathers revenues and allocates resources for the following season. Players will need to consult with each other to resolve some procedures, but most calculations can be made independently by each player. It is a good idea to begin the winter season as soon as the final turn of the campaign season is over, while the players are gathered together. In any case, players should set a date when they can meet to complete their winter business prior to starting a new campaign season. Once each player has completed his winter tasks the next campaign season is ready to begin.

During the winter each player works through the following phases in the order given. The procedures and rules are given in detail in this section.

1. **Autumn Equinox.** Autumn spells can be cast (see Equinox Magic).
2. **Winter Quarters.** Banners retire to winter quarters.
3. **Events.** Roll on the Events Chart to determine any unexpected occurrences within your Empire.
4. **Revenue.** Collect revenues due from the empire.
5. **Diplomacy.** Players may consult with each other and make alliances or pacts. Players may attempt to ally with independent realms, or plot intrigue against other realms. Prisoners can be ransomed.
6. **Recruitment.** Fresh troops can be raised and existing units upgraded.
7. **Recovery.** Razed settlements are tested to determine if they recover. Any characters bearing wounds will recover as appropriate.
8. **Construction.** Fortresses or ships can be built.
9. **Baggage.** Baggage is bought in preparation for the following season.
10. **Deployment.** Banners and their baggage are repositioned in preparation for the new season.
11. **Espionage.** Espionage results are worked out.
12. **Spring Equinox.** Spring spells can be cast.



1 & 12 EQUINOX MAGIC

Players of Warhammer Fantasy Battle will be fully acquainted with the effects of magic on the battlefield. Equinox magic is altogether different, it is far more powerful and dangerous than battle magic.

Equinox spells may only be attempted on two occasions during the year: the spring and autumn equinoxes. The first occasion in the game when this magic may be used is the autumn equinox at the beginning of the first winter season. These times are occasions of great magical flux when the air fills with the sorcerous power of the changing seasons.

Equinox spells can only be cast from the empire's capital where its most sacred and arcane sanctuaries are located. Magical power is channelled through these ritual centres during the equinoxes, drawn by the conjunctions of planets and the mystic rite of the season, ready to be directed in the form of a spell.

In order to cast a spell during the spring equinox it is necessary to deploy a powerful wizard inside the capital in preparation for the new campaign season. In order to cast a spell during the autumn equinox, a powerful wizard must be in the capital at the end of the campaign season. If a wizard is not in the capital at the appropriate time it is not possible to cast an equinox spell. In order to qualify as able to cast a spell it is necessary to have a banner worth at least 500 points in the capital at the appropriate time. This banner is assumed to include a powerful wizard. Players with fully worked out Warhammer armies must have a level 25 (or Lord) wizard in the capital in order to qualify.

Each player casts one equinox spell in turn, one after the other in a sequence determined by rolling a dice or by some other suitable method. Each player casts only 1 spell during each equinox.

EQUINOX SPELLS

Each player may cast one spell during an equinox. Spring spells are cast during the spring at the onset of the campaign season. Autumn spells are cast during the autumn at the end of the campaign season. To determine which spell is cast the player rolls a D12 and consults the appropriate spring or autumn spellchart. If the player does not want to use the spell indicated he may roll again but must abide by the second dice roll. A D12 is a 12 sided dice numbered 1 to 12 - the same effect can be achieved by rolling a D6 and noting the score, then rolling a second D6 and if the score is 4, 5 or 6 add +6 to the original dice score. The result is a random number between 1 and 12.

The player chooses which target tile the spell will affect. This may be any tile within 12 tiles of the player's capital other than an opponent's capital. The player then rolls 2D6.

If the result is equal to or greater than the distance between the capital and the target tile the spell takes full effect. If the result is less than the distance between the caster and the target tile the spell fails. A failed spell has no effect. Tiles affected by a spell are marked with a spell counter and the effects noted separately



SPRING SPELLS

D12	Spell	D12	Spell
1	Abundance	7	Raise Dead
2	Chaos Void	8	Rot
3	Hold River	9	Scrye
4	Magical Protection	10	Storm
5	Portents of Terror	11	Summon Host
6	Quake	12	Withershins

1. ABUNDANCE

The tile blossoms with life throughout the season, its soil enjoys unheard of fertility and its population thrives. The tile will provide sustenance for any force in the tile no matter how large. If razed, the tile yields an extra D6 baggage points for a tile of its type. Once razed the spell is nullified.

2. CHAOS VOID

This spell may only be cast against an unknown or barren tile. It brings the powers of raw magic into a deadly coalescence, dissolving the contents of the tile and creating a vortex of chaos. Any force moving into the tile during the campaign season is instantly destroyed. The chaos void is automatically closed up at the end of the campaign season.

3. HOLD RIVER

The spell is cast against a tile containing a river. The effect is to cause the river to magically dry out at that point, allowing the river to be crossed in that tile or any tile lower down its course. The spell lasts for the entire campaign season, but can be reversed by the player who cast the spell during any campaign turn on the D6 roll of a 5 or 6. If successfully reversed while an enemy is attempting to cross the tile, the force is destroyed in its entirety and the spell has no further effect.

4. MAGICAL PROTECTION

This spell is cast on a tile and nullifies the effects of any equinox spell already cast on that tile. This spell also prevents any further equinoctial magic being cast upon the target tile.

5. PORTENTS OF TERROR

All living creatures within the tile suffer nightmares and waking qualms of terrifying intensity. Any force within the tile at the beginning of any campaign turn must roll a D6. On the score of a 1, 2 or 3 the force is immobilised as dissent breaks out among the superstitious troops. The force will do nothing that turn, and any mercenary or allied banner will immediately disperse and is removed from the game. On the score of 4, 5 or 6 there is no effect for the duration of that campaign turn. The spell lasts for the entire campaign season.

6. QUAKE

The walls of a city or fortress in the target tile are devastated by an earthquake leaving the settlement

vulnerable. The defensive value of the settlement is reduced to 0. The devastation is rectified automatically and without cost during the following winter season.

7. RAISE DEAD

The spell raises the dead forming an army of D6x100 points of undead troops. The undead will automatically attack any force which is in the tile. If the tile is empty, the undead remain in the tile for the duration of the campaign season, and will fight any force that moves into the tile. The undead are destroyed if defeated and forced to leave the tile. The undead army may be represented by a banner - the army does not require any subsistence. Undead players may control this force as normal, but it disappears at the end of the campaign season.

8. ROT

All baggage points in the tile decay and are immediately destroyed. Any further baggage points taken into the tile during the campaign season will also decay and be destroyed.

9. SCRYE

The casting wizard is able to see the enemy troops inside the tile. The player who has been scryed must reveal the points value and exact composition of the force within the tile.

10. STORM

The tile is beset with storms of terrifying intensity. These storms last for the duration of the campaign season, making movement difficult and agriculture barely possible. Regardless of settlements within it, the tile provides no subsistence throughout the season. Ships within the tile are wrecked on the D6 score of 1 or 2, and driven into a neighbouring tile on the score of 3 or more. Banners may move into the tile as normal, but any scouts attempting to scout from the tile are driven back on the D6 score of a 4, 5 or 6.

11. SUMMON HOST

The spell summons D6x100 points of troops to form an Ethereal, Monstrous or Chaos Host. This host will serve the player for the remainder of the campaign season. The host is deployed as a single banner within the player's empire. Players using tabletop armies may select a host permitted to them from Warhammer Armies. This result may be taken as a supernatural Rare choice, or other appropriate selection.

12. WITHERSHINS

An enchantment is placed upon the tile, affecting any force within it during the campaign season. A force wishing to scout from the tile must determine its direction randomly using a D6 corresponding to each of the six tile sides. The force does not have to move in the direction scouted, it may remain stationary instead.

AUTUMN SPELLS

D12 Spell		D12 Spell	
1	Blight Crop	7	Prosper
2	Deluge	8	Reign of Madness
3	Trail of Howling Doom	9	Call of Heroes
4	Forge Magic	10	Break Siege
5	Inundation of Blood	11	Shrouding Mists
6	Bumper Crop	12	Tornado of Peril

1. BLIGHT CROP

This spell is cast on a tile in the enemy empire but affects the empire as a whole. Crops shrivel and fail, reducing the yield of the entire harvest. Deduct D6 from the revenue of the rival empire during the coming winter season.

2. DELUGE

This spell may be directed against a river tile, causing the river to swell, forming a tidal wave of destruction. Any settlement in the tile is razed on the D6 score of a 4+ if it is a village, 5+ if it is a fort, 6 if it is a city. Any village lying in a tile downstream of the tile is razed on the D6 score of a 6.

3. TRAIL OF HOWLING DOOM

This spell unleashes a trail of magical wind and storm beginning in the target tile. Any banner in the tile suffers D6x10 casualties and any village is razed on the D6 score of a 5 or 6 - other settlements are not affected. The spell then moves into a randomly determined adjoining tile and affects it in the same way. The spell continues to move from tile to tile until it has affected a total of D6 tiles.

4. FORGE MAGIC

This spell has no range and so always works. The caster uses the forces of magic to create a magic item. The type of item is generated randomly - Roll D6

- 1 A ring with 1 chosen level 4 battle magic spell
- 2 A magic weapon with any 1 magic ability
- 3 A suit of armour with any 1 magic ability
- 4 A standard with 1 magic ability
- 5 An instrument with 1 magic ability
- 6 A scroll with 1 randomly selected level 4 spell

Items are chosen from Warhammer Armies. Players not using tabletop armies to fight battles can represent the magical power by adding 2D6x20 points to the value of a banner.

5. INUNDATION OF BLOOD

The tile is submerged under a deluge of blood which pours from the sky and drowns crops and sweeps away settlements. No revenue may be gathered from the tile during the coming winter season, and any banner in the tile loses 2D6x20 points of troops. Any village in the tile is destroyed on the D6 roll of a 6 and the tile is then considered to be razed.

6. BUMPER CROP

This spell has no range and so always works. Crop yields throughout the player's own empire exceed all expectations. Add D6 to the empire's total revenue this year.

7. PROSPER

This spell is cast against a razed tile adjacent to the player's own empire, and affects this tile plus all adjacent razed tiles. The tiles recover immediately, the razed counters are removed and the settlements become part of the player's empire. During the recovery phase these recovered settlements count as part of the empire, and may therefore affect territorial ownership of other recovered tiles (see *Recovery*).

8. REIGN OF MADNESS

This spell may be cast against an enemy village. The entire population becomes infected with a whirling madness and dances off never to be seen again. The tile counts as razed and all banners in the tile are immediately destroyed.

9. CALL OF HEROES

This spell is cast on the capital and so always works. Heroes from all over the land are drawn towards the capital where they offer their aid to the player. The player may recruit an additional D6x100 (or 200) points of heroes over the coming winter phase. Heroes are chosen from Warhammer Armies as normal and may be Special Characters.

10. BREAK SIEGE

This spell may be cast on a tile which is being besieged over the winter. The caster removes the entire force from any side, resolving the siege instantly by destroying either the defenders or attackers. If no sieges are in progress the spell can be used to raze any unoccupied fortress in the target tile instead.

11. SHROUDING MISTS

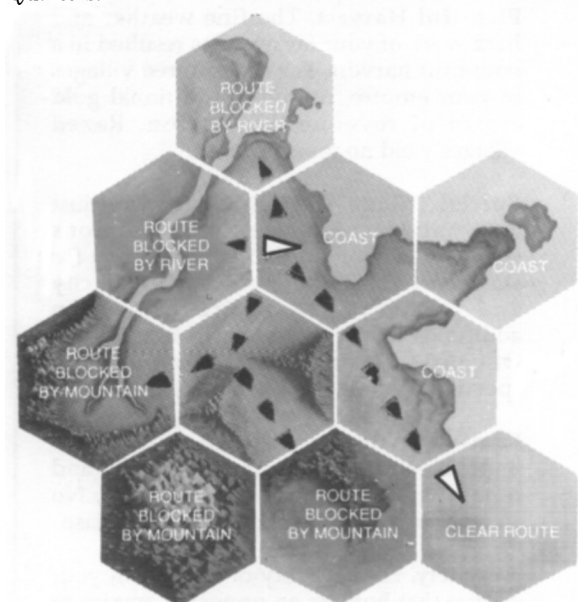
This spell may be cast against a friendly force which would otherwise be obliged to make a winter retreat during the winter quarters phase. The force is surrounded by magical mists and brought safely home without loss. Alternatively, the spell may be cast against any enemy force which is not in a settlement at the end of the campaign season. The enemy force is also surrounded by magical mists which confuse and misdirect its return home, obliging it to make a winter retreat during the winter quarters phase.

12. TORNADO OF PERIL

This spell creates a whirling tornado of magical energy which devastates the tile, razing any village automatically, razing a fortress on the roll of a 3+ and a city on the roll of a 4+. Any force within the tile is destroyed if there is no settlement, and is otherwise destroyed if the settlement is razed.

2. WINTER QUARTERS

During the Winter Quarters phase, every banner is removed from the map and replaced within its home realm in a tile which is capable of supporting it. Remember the realm only consists of the seven tiles you begin the game with - not your whole empire. The notable exceptions concern besieged and besieging forces (of which more later). In order for a banner to retire unhindered to Winter Quarters it must be able to trace a clear route through its own side's territory from its position at the end of the year to any unrazed tile in its own realm. There must be no blocking mountains or rivers. A route may not be traced through enemy, unknown, or razed territory. If a banner cannot trace a route to its realm via its own territory it must make a special Winter Retreat before it can move to Winter Quarters.



Banners remain garrisoned over the winter, resting in preparation for the spring when they are re-equipped and repositioned during the *Recruitment* and *Deployment* phases.

SEA

Banners separated from their realm by sea may move to Winter Quarters without suffering the hardships of a Winter Retreat if there is sufficient sea transportation in the empire. For every ship counter in the empire, the player may retreat 1 banner across the sea. In order to return successfully to Winter Quarters the banner must still be able to trace a route from its position at the end of the year to a coast tile, and from the coast on the other side to its own realm. Banners returning to Winter Quarters from overseas do not have to trace their route via harbours - any coastal tiles in their empire will do.

Note that the process involved is not a literal one of a specific ship carrying a specific banner, rather the number of ship models is taken as standing for the

general maritime capacity of the nation and its ability to move troops and supplies overseas. Banners unable to retreat in this way must make a Winter Retreat representing the haphazard requisitioning of boats and supplies from local sources.

SUBSISTENCE

Tiles provide subsistence to forces billeted over the winter season. A village tile provides 1 point, a fortress 1 point, a city 2 points and a capital 4, just as during the campaign season. Banners can only be placed in settlements which can support them. For example, a village or fortress can support only 1 banner.

If players have insufficient settlements to support their army, any unsupported banners are immediately removed.

BAGGAGE

Any baggage points are removed at the end of the campaign season. It is assumed that any remaining supplies are used up over the winter.

BOOTY

Any booty carried by the army is transferred to the capital. This includes any uncrewed engines, captured standards, war altars, and prisoners. Players fighting tabletop battles may include war engines among the empire's recruits for the following season (points must be paid for crew, but the engine is free). Prisoners are thrown into the dungeons and can be ransomed during the diplomacy phase. Altars and standards are arrayed in the captor's throne room where they remain as reminders of past glories.

SHIPS

Ships are repositioned in a *friendly* harbour during the winter quarters phase. Ships do not require subsistence over the winter.

Ships must be able to trace a route back to their winter quarters through coastal tiles. Ships may pass over tiles occupied by enemy ships without penalty.

Ships unable to reach a friendly harbour are destroyed (eg if harbours have been captured by the enemy).



SEA EVACUATION

Banners separated from their realm by sea may move to Winter Quarters without suffering the hardships of a Winter Retreat if there is sufficient sea transportation in the empire. For every ship counter in the empire the player may retreat 1 banner across the sea. In order to return successfully to Winter Quarters the banner must still be able to trace a route from its position at the end of the year to a coast tile and from the coast on the

THE WINTER SEASON

other side to its own realm. Banners returning to Winter Quarters from overseas do not have to trace their route via a harbour - any coastal tiles in their empire will do.

Note that the process involved is not a literal one of a specific ship carrying a specific banner; rather the number of ship models is taken as standing for the general maritime capacity of the nation and its ability to move troops and supplies overseas. Banners unable to retreat in this way must make a Winter Retreat representing the haphazard requisitioning of boats and supplies from local sources.

RAZED TILES

Settlements which have been razed cannot provide subsistence over the winter. A razed port cannot harbour ships.

SIEGES

Any besieging force may elect to retire or to maintain the siege over the winter. The force cannot divide so that a portion of its troops retire while others maintain the siege. If the siege is maintained the player must

divert baggage to the besieging force as described later under section 9. *Baggage*.

WINTER RETREAT

A force which cannot trace a line of retreat to its winter quarters without crossing a river, or mountain or enemy or unknown tile, must make a special winter retreat. As the force struggles over unfavourable terrain it will lose troops to the ravages of the encroaching winter. For each banner roll a D6. If a force has baggage left when making a Winter Retreat then the player may add +1 to the dice roll for each point of baggage carried.

D6	Winter Retreat Result
1	Banner destroyed - disappearing never to be seen again.
2	Lose D6x200 points of troops from the banner.
3	Lose D6x100 points of troops from the banner.
4	Lose D6x70 points of troops from the banner.
5	Lose D6x50 points of troops from the banner.
6+	Lose D6x30 points of troops from the banner.

3. WINTER EVENTS

Winter is both a time of rest and renewal for the armies of the empire and a time of hardship for many of the empire's inhabitants. While seasoned campaigners toast themselves with ale and log fires and bards add new verses to their heroic songs, for many the winter brings only privation and despair.

Winter is a time when newly conquered people may be tempted into dissent, and when disease can wreak havoc among populations already weakened by hunger

and war. The turning of the seasons also brings with it the fear that this year might once more be the year of the *Dragonrage*. Every few years, for reasons unknown, Dragons come roaring from the heart of the mountains, bringing terror and destruction to princes and paupers alike. These events and others are covered during the events phase and are represented by means of a test made once by each player.

The player rolls 2D6 and consults the chart below.

WINTER EVENTS TABLE

2D6 Result

- 2 **Dragon Rage.** From the heart of the mountains at the centre of the world, great Dragons come roaring forth to raze the land and strike terror into all who lie in their path (see *The Dragonrage*).
- 3 **Peasant Revolt.** Peasants refuse to pay your entirely reasonable taxes. Ungrateful scum... have you not protected them from the authoritarian rule of your enemies! Lose D6 crowns of revenue this year.
- 4 **Rebellion.** An underling rebels against your rule. Randomly select a fortress in the empire, which becomes an independent settlement. Any troops in the tile are removed. The fortress yields no revenue this year.
- 5 **Plague.** Plague ravages the land. Randomly select one garrisoned settlement in your empire other than the capital. All troops in that settlement are wiped out. The settlement yields no revenue this year.
- 6 **Raids.** Test for each settlement lying in a tile adjacent to an enemy held tile (including independents). Roll a D6. If the result is 4, 5 or 6 raids and banditry prevent revenue being collected from that tile this year.
- 7 **Increased Revenue.** Your merchants and traders have had a very successful year with goods and wares being sold and transported to the far reaches of the empire. The tax revenue from all this activity adds 1 gold crown to the royal coffers for every city in your empire. The tax cannot be collected from razed cities.

2D6 Result

- 8 **Plentiful Harvest.** The fine weather and hard work of your farmers has resulted in a bountiful harvest. For every three villages in your empire, receive 1 additional gold crown of revenue this season. Razed villages yield no revenue at all.
- 9 **Special Tribute.** In gratitude for your just and enlightened rule, your minions selflessly levy an additional tax to pay for statues of you to be erected in every city and village in the empire. Collect an additional D6 crowns of revenue this year. Of course, what you actually choose to spend this windfall on is entirely up to you.
- 10 **Famine.** Widespread famine makes it impossible for your empire to rebuild and repopulate razed territory this year. No recovery roll is made in the recovery phase.
- 11 **Treachery.** For each city or fortress in your empire that borders an opposing empire or independent settlement, roll a D6. On a roll of 6, the settlement switches its allegiance and makes peace with the enemy. Exchange your flag for that of the opposing empire or an independent settlement. The revenue from that settlement can now be collected by your enemy.
- 12 **Dragonrage.** From the heart of the mountains at the centre of the world, great dragons come roaring forth to raze the land and strike terror into all who lie in their path (see *The Dragonrage*).



THE DRAGONRAGE

The Warhammer World is a dark and terrible place, where monsters lurk and danger is ever near. But nothing strikes more fear into the hearts of the inhabitants of the Old World than the plagues of dragons which periodically devastate whole regions of the world. This destructive and highly unpredictable event is known as the Dragonrage.

ORIGINS

The cause of the *Dragonrage* is lost in the mists of time. Some attribute it to the movement of the planets and stars, others to the changing flux of Chaos flowing from the collapsed warp gates at the poles of the earth. Though many theories abound amongst scholars, natural philosophers and magicians, no-one can say why, when, or from where the next plague of devastation will come.

All that is known for certain is that over the years dragons gather together in caves deep in the heart of the mountains. After many seasons resting and drawing their strength they suddenly issue forth and lay waste to the lands around in an orgy of destruction.

Occasionally small groups of dragons may be disturbed from their slumber by curious travellers or treasure hunters. When this happens dragons may be woken prematurely so that they issue forth destroying all around before returning to their hidden caves.

TRIGGERING DRAGONRAGE

A Dragonrage occurs when a scouting force wakes a nest of sleeping dragons. A result of 11 or 12 on the Scouting Event Chart indicates that scouts have found a *dragons lair*. Roll a D6. On a result of 1-3, the dragons remain undisturbed and nothing further happens. If the result is a 4-6 then D6+1 dragons are disturbed with dire consequences.

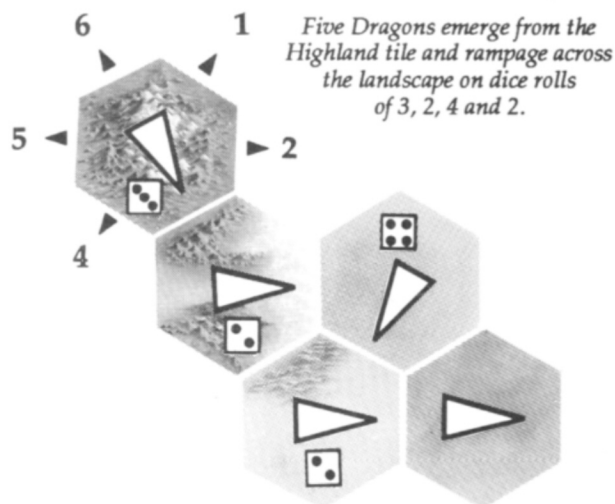
A Dragonrage also results when a player makes a roll of 2 or 12 on the Winter Events Chart. This is a far more destructive event involving 2D6+3 dragons. The *dragons lair* is randomly determined from amongst the two map tiles which depict entirely mountainous territory. If only one of these tiles is in play, then this will always be the *dragons lair*.

MOVING THE DRAGONS

First place the appropriate number of dragon models D6+1 or 2D6+3 onto the tile containing the *dragons lair*. Nominate any of the six map tiles which are adjacent to the *dragons lair* as 1, and the remaining adjacent tiles as 2 to 6 counting clockwise from 1. Roll a D6 to determine which new tile the dragons will move into. One dragon model is left behind in the old tile and the remainder are moved into whichever adjacent tile has been indicated by the dice throw.

Repeat this process as many times as necessary, leaving one dragon behind in each tile. Eventually all of the dragons will have been used leaving a trail across the

map. As the dragons cross the landscape, their movement may sometimes result in more than 1 dragon landing in some tiles. These extra dragons have no additional destructive effects.



Once all of the dragons have been positioned, roll a D6 for each tile containing dragon models and consult the following table. Remove each model after the effects have been worked out.

D6 Event

- | | |
|-----|--|
| 1 | The dragons roar overhead breathing fire and smoke, but wheel away in a new direction causing no damage. |
| 2-4 | The dragons swoop down upon the tile destroying everything in their path. If the tile contains a settlement it is razed exactly as if it had been razed by an army. If there is a banner in the tile it loses D6x30 points of troops. If there is any area of forest in the tile it is burned and cannot count towards construction during the winter season. |
| 5-6 | The dragons completely lay waste to the tile destroying any settlements and slaughtering the inhabitants. If the tile contains a settlement it is razed as described above. Any banners in the tile are completely destroyed. If there is any area of forest in the tile it is burned and cannot count towards construction during the winter season. Any ship in the tile is destroyed on the D6 roll of a 4, 5 or 6. |

DURATION

A tile razed by dragons during the campaign season remains razed for the rest of the campaign season. The tile may be recovered by rolling on the recovery chart during the winter recovery phase exactly like other razed tiles.

A tile razed during a winter event remains razed throughout the following campaign season. No recovery roll is made until the recovery phase following the next full campaign season.

4. REVENUE

Our fantasy states have medieval style economies where wealth is counted in terms of goods as much as in gold. This wealth is an important part of the campaign. It is needed to recruit new troops, bring depleted units up to strength, re-equip troops, hire mercenaries, build ships or fortifications, and to repair sacked settlements. The unit of currency used is the crown. Crowns represent wealth in a very broad sense not just money but negotiable goods of all kinds. For convenience sake, when referring to crowns we assume we are talking about real gold coins, but players should remember that this is not literally the case.

During the first winter of the campaign, revenue is gathered for the first time. Players determine their revenue and note it down. Revenue is spent during the winter and any not spent is lost to the players; being taken up by civil projects, artistic patronage, and other frivolous items of expenditure.

GATHERING REVENUE

Revenue may only be gathered if the player's capital city has not fallen to the enemy or been razed. If a capital falls to the enemy or has been razed the player is unable to collect revenue that year. Being unable to collect revenue does not necessarily mean the player is defeated as he may still have an army and other territories, however his lack of revenue means that he starts the campaign season with no reinforcements or baggage. For those using *Mighty Empires* as a self-contained game it is convenient to assume that players unable to collect revenue because of the loss of their capital are out of the game.

The revenue value of settlements within the empire is equal to their normal subsistence value. The chart below shows the *revenue* value of each type of settlement. Add up the total value of all of the settlements in the empire.

Settlement Type	Revenue Value (crowns)
Capital City	4
Other City	2
Village	1
Fortress	1

For example: if an empire has its capital city, three other cities, twelve villages, and three fortresses, its revenue value is $4+6+12+3 = 25$.



RAZED SETTLEMENTS

Razed settlements provide no revenue.

ISOLATED SETTLEMENTS

During the course of the campaign season, empires expand outward from the capital cities. Newly conquered territory will be linked to the capital by friendly tiles. However, as the campaign progresses this link may be broken: interlinking tiles falling to an enemy or being razed. If a settlement can no longer draw a line to the capital via unrazed friendly tiles, it is *isolated*. Isolated settlements are part of the empire in every other respect, but they provide no revenue.

EVENTS & WILDERNESS LOCATIONS

Some events alter the amount of revenue that can be collected. Rebellion may also result in isolating some parts of the empire. This is why events should be resolved in the events phase before revenue is collected. Also, Wilderness Locations may provide extra revenue along with any treasure collected by banners.

SHIPS

Ships represent trading fleets and therefore a valuable source of wealth. Any city harbouring a fleet over the winter may add +1 to its revenue value for each ship model. If the port's own revenue value is lost following an event, the ship's value is also lost.

SPENDING REVENUE

Revenue is spent during the winter. The following list summarises the empire's items of expenditure.

1. **Diplomacy.** Diplomatic missions and the ransom of prisoners.
2. **Recruitment.** Raising new units, reinforcing old units, hiring mercenaries and paying allies.
3. **Recovery.** Rebuilding razed settlements.
4. **Construction.** Building fortresses, temples, roads, bridges, ships or Great Walls.
5. **Baggage.** The cost of baggage bought in preparation for the following season.
6. **Espionage.** Hiring of assassins, spies, agents and saboteurs.

5. DIPLOMACY

During the winter, players will probably wish to spend their time fruitfully planning the destruction of their foes. Players may make use of the diplomacy phase to solicit the aid of independent empires, or to enter into agreements with fellow players.



PACTS

Players may consult with each other freely during the diplomacy phase. This represents the exchange of letters and the efforts of diplomatic missions in foreign kingdoms. A player may make secret agreements with any other players: perhaps arranging to cooperate, or merely exchanging promises to respect territorial boundaries. Players may make any promises to any or all of their fellows, but are under no obligation to keep them!

WRITTEN PACTS

Although players are under no obligation to keep a written record of their arrangements with other players, though a shrewd player may prefer to get things in writing. A written pact is worth no more than a verbal agreement (ie nothing) but at least you can show it to other players as evidence of treachery (planned or already accomplished).

EXCHANGE OF PRISONERS

Prisoners are only important if you are resolving battles by fighting tabletop battles. Players can agree to exchange any prisoners they hold. Prisoners can also be offered for ransom in return for gold crowns gathered as revenue. The agreed number of crowns are transferred from one player to the other, and the prisoner is returned. Captives are always returned without weapons and equipment, although a ransomed character may be provided with an ordinary sword or other hand weapon free of cost.

ALLIANCES WITH INDEPENDENT EMPIRES

Most players will find their empire borders at least one independent settlement or empire.

If an independent settlement or empire borders your empire, you may send a diplomatic mission. If the independent empire borders two or more empires, players intending to send a mission must declare they are doing so at the end of the campaign season. It costs the player 1 crown to send a diplomatic mission. The player may send 1 mission to any of the independent settlements/empires bordering his empire.

Assuming the player's mission is the only one to visit the empire, the player rolls a D6.

D6 Result

- 1-4 The diplomats are thrown out of the king's presence and sent back to their master bearing some terrible humiliation. Examples: stark naked and dyed blue, shaven if Dwarfs, obscene tattoos on forehead, shackled together in chains.
- 5 The empire's ruler is reasonably impressed with the statesmanlike wheedling and diplomatic pleading of the mission. He agrees to a temporary alliance. The player places his own territory counter/s in the independent empire but the settlement models still carry the orange independent flags. The empire now has flags indicating that it is independent, and territory markers showing its allegiance. The allied player may move his forces through the empire without being attacked. The player's banners may not subsist from the allied empire without breaking the alliance. The player may not annexe tiles from the empire to his own empire without breaking the alliance. Espionage does not affect the alliance: such acts can always be blamed on someone else!
- 6 The empire's ruler is completely overawed by all the attention, and his empire enters into a complete alliance with your empire. His entire court is soon aping the fashions and manners of your empire. The independent empire is quickly absorbed into your empire as a technically independent ally, but is really little more than a semi- autonomous province. Replace the independent settlements with those bearing your own flag and treat it as part of your empire from now on.

If several players attempt to send a mission to the same independent empire, they must first vie for an audience with the king. Roll a D6.

- 1-4 The risible antics of the competing missions convince the king that all foreigners are fools. They are sent back home in humiliation.
- 5 Each player rolls a D6. The highest scoring player impresses the king and he enters into a temporary alliance as described for 5 above. The opposing diplomats disappear into the dungeons and are never seen again.
- 6 Each player rolls a D6. The highest scoring player has ingratiated himself with the king and he enters into a complete alliance as described for 6 above. The opposing diplomats suffer a horrible fate (the successful players can decide what!)

Temporary alliances last only for the duration of the following campaign season. A player aiming to renew an alliance may add +1 to further rolls for alliances with that Independent Empire. Complete alliances amount to the total absorption of the independent empire into the player's empire. Revenue is not collected from an independent empire that has been absorbed during that same winter season.



WE BRING GREETINGS, SIRE

There are many ways to rule the world and military force is only one. Many great historical generals, such as Sigmar who founded the Empire, Count Luisigottir of Estalia and General Didier Partouche of the court of Bretonnia, believed that armed force should only be necessary after all other avenues have been explored. It is much cheaper and quicker to send a small diplomatic party to woo the rulers of settlements and nations who have not joined you. Sending an army can leave a gap in your defenses which a canny opponent is bound to exploit. Of course, it is often inconceivable that you would wish to do anything except crush the heretic scum into the ground. But that's only because you detest them...

RACE DIPLOMACY CHART

Whenever you send a diplomatic mission to an independent settlement or Realm, you should use the modifiers on the chart below. Simply cross-reference the two races involved and apply the modifier to your roll on the Diplomacy table. If two or more empires send envoys to the same settlement then the race with the highest modifier will get an audience with the ruler. If there is still a draw then resolve the dispute as normal.

EXPANDED DIPLOMACY

Diplomacy is not as clear cut as it may first appear. An independent settlement may be willing to help your empire but does not wish to be seen to do so by your enemies. To avoid incurring the wrath of greater nations the help they give may be subtle and less obvious than armed assistance or total loyalty. Sometimes a ruler will send his own diplomats to your enemies and use the opportunity to spy on them or to perform deeds of sabotage. Other times he may just allow you to pass through his realm and hinder the movement of the other empires, giving you greater freedom to move around and outwit your opponents. To represent this there is an Expanded Diplomacy Table below. You can use the chart below instead of the chart in the Mighty Empires rulebook. It is treated exactly the same and the different results are explained below.

Expanded Diplomacy Table

D6	Result
0 or less	Your envoys are ridiculed and thrown out. You may not send another diplomatic mission to this settlement.
1	Your smart talking diplomats fail to impress the ruler, but you may try again in later Winter seasons.
2-3	The ruler is well disposed towards you but promises nothing yet, you may add +2 to future diplomacy rolls at this settlement.
4	The ruler does not wish to oppose the other empires but will give you Covert Aid.
5	The ruler is not yet ready to openly oppose the other empires but grants you Covert Aid and Subsistence Rights.
6	The ruler openly declares his allegiance to you and gives you Overt Aid and Subsistence Rights.
7+	This settlement is absorbed into your empire with only a few protests from the native traditionalists, you may change the settlement to your flag.

TERMS

Covert Aid. The ruler donates D3 gold crowns every winter season for you to spend in espionage, as the settlement sends agents into the opposing empires under the pretence of friendship.

Subsistence Rights. Your troops may subsist in this settlement, though a banner may not occupy the settlement for more than two consecutive campaign turns. You may not start troops in this settlement at the start of the Campaign season or make Winter Retreats to the settlement.

Overt Aid. The settlement is treated as one of yours for the purposes of allies and will supply D6+2x100 points of troops at the start of every campaign season. The troops may join existing banners as allies or form their own banner if there is sufficient numbers.

Race Diplomacy Table

	Bretonnian	Dwarf	Empire	High Elf	Wood Elf	Chaos	Chaos Dwarf	Dark Elf	Orcs	Skaven	Undead
Bretonnian	+4	-	+1	-	+1	ND	ND	ND	ND	ND	ND
Dwarf	-	+4	+2	-2	-2	ND	ND	ND	ND	ND	ND
Empire	+1	+2	+4	-	-	ND	ND	ND	ND	ND	ND
High Elf	-	-2	-	+4	+2	ND	ND	ND	ND	ND	ND
Wood Elf	+1	-2	-	+2	+4	ND	ND	ND	ND	ND	ND
Chaos	ND	ND	ND	ND	ND	+4	+1	+1	-	+2	-
Chaos Dwarf	ND	ND	ND	ND	ND	+1	+4	-1	-	-1	-1
Dark Elf	ND	ND	ND	ND	ND	+1	-1	+4	-	-	-
Orcs	ND	ND	ND	ND	ND	-	-	-	+4	-1	-
Skaven	ND	ND	ND	ND	ND	+2	-1	-	-1	+4	-3
Undead	ND	ND	ND	ND	ND	-	-1	-	-	-3	+4

A result of ND indicates that no diplomacy is allowed between the two races.

6. RECRUITMENT

During the recruitment phase players can spend revenue to recruit and train new troops, and to reinforce or upgrade existing units.

CROWNS FOR POINTS

A gold crown of revenue buys 100 points worth of troops. An empire with an income of 25 crowns therefore has a potential 2,500 points to spend over the winter. It is very unlikely that a player will want to use all of his revenue to expand his armies: there are many other expenditures to eat away at the budget.

Players fighting tabletop battles will need to choose which troops they want to add to their armies. Players not fighting tabletop battles need only add the points to the total value of their army.

Units are purchased from the rank and file part of the appropriate army list in Warhammer Armies. When selecting new units, players are not obliged to purchase any of the compulsory troop types, but the limitations on unit sizes do apply, as well as troop availability in respect to the Empire's unrazed settlement composition as seen previously in *The Realms Army* section.

The maximum numbers of each troop type allowed in Warhammer Armies is the maximum that can be added to the army in any 1 year. So, if the maximum number of a troop type is 20, no more than 20 may be purchased in total - including troops for new units as well as reinforcements for old units.



REVISING OLD UNITS

During the winter phase old battle-scarred units may be reinforced or re-equipped if the player wishes. No unit may be reinforced to a larger total size than permitted in Warhammer Armies.

REINFORCEMENTS

It is likely that most of your original units will have suffered casualties during the season. As long as there is at least 1 model left, the unit may be expanded by adding further troops of that type at the points value given in Warhammer Armies.

Existing elite units may be reinforced with the appropriate elite troops of that type. However, an elite unit which is heavily reinforced may lose its elite status. The chart below summarises the effect of reinforcing elite units.

Elite Status	Proportion of reinforcements (up to)				
	20%	30%	40%	50%	More
+4 Elite	n/e	n/e	+3	+3	0
+3 Elite	n/e	+2	+2	+1	0
+2 Elite	n/e	+1	+1	0	0
+1 Elite	n/e	n/e	0	0	0

The chart indicates the reduction in elite status for various levels of reinforcement. The effect lasts for the entire campaign season, after which the unit returns to its original status.

n/e indicates the unit suffers no effect, retaining its original status.

0 indicates the unit loses its elite status entirely.

+1, +2, and +3 indicates reduced elite status to the level shown.

For example, a unit of +4 elites may absorb up to 30% of its number of recruits without loss of status. If the same unit were to increase its number by 50% it would drop to +3 status. Any elite unit which is reinforced by over 50% will lose its elite status, as indicated on the chart by a '0'.

RE-EQUIPPING

Existing units may be bought additional equipment normally allowed for their troops type. The points cost for re-equipping is that given in Warhammer Armies for that option. For example, a unit of Noblesse d'Epee (Bretonnian Knights) may be re-equipped with horse barding and/or shields if they do not already possess them.

Note that normal restrictions apply to the number and types of weapons which can be carried: eg a trooper cannot carry a crossbow and a bow, nor two lances or double-handed weapons. Any weapon discarded in favour of another is lost unless given in the army list as a normally permitted substitution (eg Dark Elf crossbowmen may substitute repeating crossbows for their crossbows at 1 point each).

CHARACTERS

Just as points can be spent on new troops, points may also be spent on new characters. The number available is restricted to the settlement availability as seen in *The Realms* Army section and the chart below. Unless a Call of Heroes takes place, Lords may only be purchased if the player buys enough compulsory troops; i.e. an army would have to buy 2000 points to have a new Lord, in addition to his original Lords purchased at the start of the game. Only level 5 characters (heroes or wizards) may be bought. The number available is restricted to the maximum given in the Warhammer Armies list for that race. For example, Bretonnians are restricted to 6 Barons (heroes) and 3 Amorciers (wizards). New characters may be equipped in accordance with the Warhammer Armies list for their race, and may be bought magic items where appropriate. All characters are assumed to have a sword or other hand arm free of charge.

Special characters may only be used if the *Call of Heroes* has been cast in a preceding Equinox phase.

OLD CHARACTERS

Existing characters who end the campaign season without sustaining a wound with a permanent effect are automatically advanced by 1 character level. See *Casualty Recovery* for details of wounds and their effects. Level 5 heroes become level 10, level 10 become level 15, and so on up to the maximum value of 25. Characters ransomed during the winter, or remaining prisoners, may not advance their level even if otherwise unharmed.

Wizards of level 10 or more who advance their character level will also gain an extra magic level and the appropriate number of randomly determined spells.

Existing characters/unit champions who end the campaign season without sustaining a wound with a permanent effect can advance by the result on the character experience table below. Characters gain also experience as they fight in battles which can affect their performance in future battles. The following guidelines apply:

All characters start at a different level of experience representing the experience already gained to reach their level. Different types of characters have different starting levels. If a character fits into two categories always take the higher starting level of experience. For the Undead these rules only apply to vampires and necromancers. Wights, wraiths and the like are not thinking creatures and do not learn from experience. See *Casualty Recovery* for details of wounds and their effects. Characters ransomed during the winter, or remaining prisoners may not advance level even if unharmed otherwise.

Starting Character Experience

Character	Experience
Unit Champion	21+D6
Heroes and Battle Standard	41+D6
Lords	61+D6
Level 1 Mage	0
Level 2 Mage	21
Level 3 Mage	41
Level 4 Mage	61

Experience Table

Experience	Level
0-5	Starting level for Level 1 Mage
21-30	Starting level for Champions, Level 2 Mage
41-50	Starting level for Heroes, Battle Standard Bearers, Level 3 Mage
61-80	Starting level for Lords, Level 4 Mage

After a battle/campaign season work out experience for the characters who were not slain. These are worked out as follows:

- +1 for surviving the battle.
- +1 per wound caused by the character.
- +1 per character slain if it is not a heroic feat.
- +5 per heroic feat performed.
- +2 for each spell successfully cast by a wizard.
- +4 for the victorious general.
- +5 for surviving the campaign season without a wound with a permanent effect

Note: multiple wound items and overkill do not add to experience

Heroic Feats: A heroic feat is killing a character in a challenge of equal or higher level. Note: An equal or higher level character must accept a challenge from an opposing character. These bonuses are cumulative, for example a High Elf Lord kills a Beastman Lord in hand to hand combat. Beastman Lords have 3 wounds, and are the same level as a High Elf Lord (so it is a heroic feat). The High Elf Lord gets 8 experience points. (3 wounds + 5 for Heroic feat).

Gaining Abilities: If the experience points gained takes a warrior into a new bracket of experience points (see above), then you roll a 2D6 on the following table.

2D6 Experience Advancement

2	Survivor: The next time the hero is removed as a Casualty he automatically is unharmed and rejoins his force after the battle. (One time use)
3-5	+1 Initiative
6	+1 Strength
7	Choose either +1 WS or +1 BS
8	+1 Attack
9	+1 Leadership
10	+1 Wound
11	+1 Toughness
12	Survivor and roll once more on this table and gain racial skill/trait see <i>Racial Rules</i> . Once a wizard is magic level 3 he can be used in the capital for Equinox Spell casting.

Note: No Characteristic can exceed racial maximums.

RE-EQUIPPING CHARACTERS

Existing characters may be equipped with any of the ordinary equipment listed as available to them in

Warhammer Armies. Discarded equipment is lost, its points value cannot be reclaimed.

Characters may also buy one magical item from those available to them in Warhammer Armies. This does not displace a magical item already held, even if it is the same type. So a character may have two magical swords or shields for example, even though he may not wish to carry both onto the battlefield. Items not carried are assumed to remain with his personal possessions and are considered lost or unusable if the character is slain or captured.



TROOP EXPERIENCE

Troop Rating	Victories Required	Cumulative Victories
0	1	1
+1	2	3
+2	3	6
+3	4	10
+4	5	15

RECRUITING MERCENARIES

A player may choose to spend some of his revenue on the hire of mercenaries. There are definite advantages to this: mercenaries are good fighters, they often have elite status, always include at least one high level character, and usually provide a range of troops types not normally available to the player. On the other hand there are disadvantages too - mercenaries are not always loyal.



A player may purchase mercenaries using the rules given in Dogs of War. The normal points value limitations do not apply, (ie. most Army Lists only allow Mercenaries as Rare choices) so the player is free to hire as many mercenaries as he can afford. However, mercenaries of the same race are always organised into mercenary contingents and must have a mercenary commander and paymaster as explained in Warhammer Armies.

The points cost of mercenary troops pays for their hire for a single season. At the end of the season mercenaries are removed from all armies. Players may then hire fresh mercenaries for the coming season.

The origin of mercenary troops is not directly considered. They may have come from independent states, or been disinherited or displaced as a result of local wars. Possibly they arrived on the map from

somewhere beyond its borders. A player who hires mercenaries may wish to invent some story to explain how they came into his service.

MERCENARY LOYALTY

Mercenary loyalty must be tested as normal during battles in which they fight. However, because campaigning armies are predetermined, it is not possible to put points aside for bribery. This particularly mercenary characteristic is represented in other ways in the Mighty Empires game.

A mercenary contingent which deserts the field as a result of a loyalty test is immediately lost, and plays no further part in the campaign. The same applies to a contingent which leaves the field following the death of the army commander, or which marches off after *coming to terms with an enemy*. A contingent which switches sides becomes part of the enemy's forces just as if he had hired them to start with.

RECRUITING ALLIES

Allies may only be recruited if the empire has entered into an alliance with an independent empire or settlement during the diplomacy phase. One allied contingent may be recruited for each independent settlement/empire that has become an ally - whether a temporary or a complete alliance.

A player may purchase allies using the rules and points values given in Warhammer Armies army lists. The normal points value limitations do not apply, so the player is free to hire as many allied troops as he can afford. However, allies of the same race are always organised into allied contingents under an allied contingent commander as explained in Warhammer Armies.

The points cost of allied troops is equivalent to their cost for a single season. At the end of the season allies are removed from all armies. New allies may be recruited in the following season, but only if new alliances have been made during the intervening winter.



7. RECOVERY

RAZED SETTLEMENTS

Settlements which have been razed may recover over the winter as citizens return to their homes and new settlers take over abandoned territory.

A test is made for each razed tile on the map. For every razed tile roll a D6.

D6	Result
1-3	The area remains abandoned and uncultivated. Cities and fortresses remain charred ruins populated only by squatters and bandits.
4-5	The inhabitants gradually trickle back to their homes. Villages recover fully and can provide subsistence as normal. Cities and fortresses remain abandoned and provide no subsistence.
6	The settlement recovers sufficiently to provide full subsistence from the beginning of the campaign season.

When a settlement recovers its allegiance must be determined once more. A recovered settlement which does not border any tile already belonging to a player's empire becomes an independent settlement. If the recovered settlement borders a tile belonging to a player's empire the settlement automatically belongs to that empire.

If the recovered tile borders more than one empire, an adjoining tile containing a city takes precedent over a fortress, a fortress over a village, and a village over unoccupied territory. If claims are equal, the recovered settlement will be independent.

Recovered settlements are treated exactly like other settlements. A recovered city or fortress reacquires its full defensive value.

REBUILDING

A player may use part of his empire's revenue to rebuild a razed settlement which adjoins his empire so long as it does not adjoin a rival player's empire as well. Once the recovery test has been made, the player may spend revenue to rebuild settlements which have failed to recover. Every crown spent adds +1 to the D6 score already rolled. A city which fails to recover on the D6 roll of a 2 can therefore be brought to full recover at a cost of 4 crowns.

CHARACTER RECOVERY

Characters who have sustained wounds during the campaign season will automatically recover from any penalties other than *permanent effects*. Make any necessary adjustments to the character's profile. See *Character Recovery* for details.

8. CONSTRUCTION

During the construction phase a player may spend revenue on the construction of ships, cities and fortresses within the boundaries of their empires. The number of pieces in the Mighty Empires game limits the number of settlements and ships that it is possible to have in play. It is convenient to rule that it is only permitted to build new settlements and ships if models are available to represent them. Additional pieces may be purchased separately or provided by combining several Mighty Empires games together.

CONSTRUCTION LIMITS

The maximum number of ships, fortresses and bridges which may be constructed is limited by the availability of timber. This is represented by the presence of tiles with forests and stone in the player's empire. This means the hill, forested, highlands, and highlands with patches of forest tiles. Each tile counts as one unit of resources and in the case of the highland tiles with patches of forest one stone and one forest resource. Count up the number of resources in the empire. This is the maximum amount of ships, fortresses temples, roads or bridges which the empire can build in the construction phase. The following chart shows the construction requirements for all building projects.

Project	Cost (crowns)	Forest	Stone
Siege Element	3	1	~
Ship/Ship-of-the-Line	2	1	~
Village into a Fortress	5	1	1
Fortress in a Barren tile	10	1	2
Naval Academy	5	1	~
Village into a City	15	1	2
Bridge	1-2	1	~
Road	see Rules	1	1
Temple	10	1	1
Great Wall	3	1	1

SHIPS AND NAVAL ACADEMIES

Ships may only be built in cities which lie on the coast or at a river mouth and which therefore have harbours. Each city may build 1 ship model at a cost of 2 gold crowns. The ship is placed on the tile, and is ready for use when the new season begins. Also, the player's may construct a single Ship-of-the-Line per ship counter at the cost of 2 crowns.

Naval Academies may be built in a coastal city for the cost of 5 gold crowns and makes it possible for forces to make *Forced Landings* as detailed in the *Ships and War at Sea* section. For each Academy the player may

nominate one banner per season as his "marines" and any other banners in the same force may make forced landings. If a city containing a Naval Academy is captured, the college is considered to be destroyed.

FORTRESSES AND CITIES

The construction of fortresses and cities places major demands upon the economic resources of an empire. At the same time, a carefully sited and garrisoned citadel can protect and safeguard important military and trading routes.

A tile containing a village may be converted into a fortress at a cost of 5 gold crowns. The village model is replaced by a fortress model bearing the appropriate coloured flag.

Building a fortress in a previously barren hex is a much more difficult task, involving the transportation of materials and manpower over long distances. The cost for constructing and supplying such an elaborate fortification is 10 gold crowns.

There can be no greater expression of egotism and vanity by an empire's ruler than to have a city constructed and inevitably named after himself. Such a project involves a huge expenditure in terms of manpower and resources and is usually regarded as an act of folly by either a glitteringly wealthy or otherwise completely lunatic king. A village may be built up into a city at the cost of 15 gold crowns.

New cities may not be constructed in barren tiles.

Building up villages in *River Delta* tiles is a costly business. It costs 7 Gold Crowns to build up a village to a fortress and 12 Gold Crowns if the tile is barren. It is impossible to build a city on such terrain.

BRIDGES

The two new bridge models for Mighty Empires may be placed on the map once it is set up to represent the river crossings already indicated on the artwork. In addition, bridges may be built over winter in the construction phase in a similar way to ship and fortresses. This will greatly improve the mobility of forces within your empire and prepare the way for a sudden advance in the following spring.

A bridge may be built across any river in your empire - even if the tile is barren or razed. The building cost is 1 crown for a bridge across the first four river tiles, and 2 crowns for a bridge further downstream. This is because as rivers get longer and wider they also become more difficult and costly to bridge. Bridges are affected by construction limits just like ships, and the maximum amount of construction allowed is restricted by the number of tiles in your empire which contain forests (this includes highland tiles which have small green forest areas as well as lowlands which have large areas of forest).

ROADS

A player may want to improve upon the rutted tracks that connect his settlements. Roads are proof of an empire's wealth and stability. Having well-built roads gives the player the ability to move troops quickly up and down any length of the highway. A force may move any length of the road that its empire controls in a single campaign turn. WHQ Heroes / War bands and Siege Train elements do not move any faster in tiles with roads but can make one less Hazard roll. Armies may move as many tiles as it can in a single turn over the road. Another advantage of roads is that a force need not roll for scouting events if travelling on a road. The cost to build a road depends on the tile they originate from. From a capital they cost 1 crown, from a city 2 crowns, from a fortress 3 crowns, from a village, 4 crowns, and in a barren tile 5 crowns. Roads are built from a tile edge to tile edge and all roads must originate from the capital in succession. A road may not cross a river unless there is already a bridge built or existing. Roads may not be destroyed even if in a tile being razed.

TEMPLES AND STONE CIRCLES

The spread of religious beliefs goes hand in hand with the expansion of an empire. When an empire establishes temples in newly conquered territory complete with priests, monks or templar knights, it helps to spread the civilisation of the realm concerned and strengthens the sense of civil unity. In the case of the empire founded by Sigmar in the Old World, it is partly due to the strength of the cult of Sigmar himself that the empire has survived so well over the centuries. How would the more remote regions know about Sigmar if it were not for the temples of his cult established in every town? Loyalty and reverence for Sigmar leads to loyalty and respect for the empire he founded.

Even barbarous, primitive or destructive hordes such as the Orcs or the followers of Chaos establish Waa-Totems and Chaos Shrines in the territories they overrun. They do this to mark the territory they have claimed, often desecrating the monuments that were formerly there in the process. These places provide gathering points where the diverse tribes and creatures can mass for further conquest, temporarily setting aside their own tribal animosity to follow some great warlord on a holy war.

Once a shrine is established, it becomes a centre for the priests or wizards that follow the cult. These act as missionaries in the newly conquered regions. Some gain followers for the cult by their example, others ruthlessly hunt down opposition. Their tactics depend on the character of the empire concerned, but it all contributes to the strength and permanence of the empire.



Many temples are really fortified monasteries where elite troops are initiated into select regiments. By serving the temple they also serve the empire by protecting the surrounding region from rival incursions and by providing contingents for the realm's army. Usually this does not cost the imperial treasury anything, since the temple attracts its own recruits through religious zeal of its followers, and raises funds through tithes and pious contributions. Both the Empire and Bretonnia have long established orders of knights who swear devotion to various deities or former hero figures of the past. In terms of defence it is often better to establish a temple of one of these military orders in a border region than to build an ordinary fortress there!

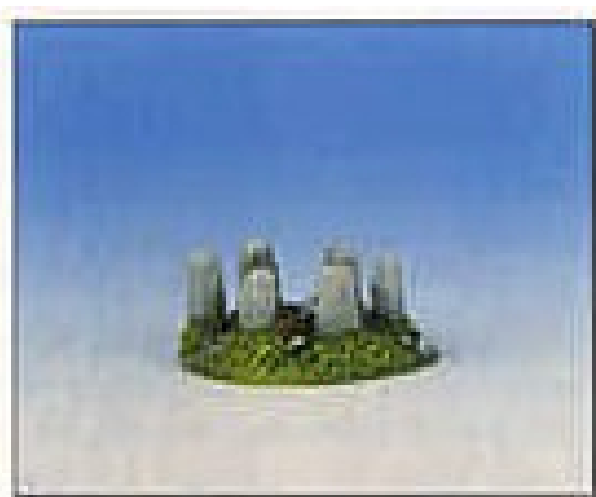
FOUNDING A TEMPLE

A temple may be founded in any tile within the empire for a cost of ten gold crowns. Temples are founded in the construction phase of the winter season, and require a timber and quarry resource as per *Construction Limits*. The temple functions exactly like a fortress but can be built anywhere, even in a barren tile. In addition to the normal rules for fortresses, the temple has the special powers described below for its type.

Temples always contain riches in the form of artefacts, relics and treasure chests. If a temple is captured or sacked, the army responsible gains 2D6 gold crowns and the temple model is removed. Use one of the temple models to represent each temple you construct. The model can be painted to indicate the culture to which it belongs.

Temples are founded in addition to any other settlement in the tile. Settlements can't be converted into temples, nor can temples be converted into other kinds of settlement. If a settlement is present in the tile, it is assumed that the temple is built in or next to it. If the settlement falls, the temple is also captured and can be looted and razed.

If a temple occupies a river or coastal tile, with no other settlement, the river is not bridged at that point, nor is the temple capable of acting as a port. Temples located in barren tiles count as fortress monasteries in their own right. Certain cults have special restrictions on where they can build temples, as listed below.



Temples are often fortified and have a defence value of x3 in the same way as fortresses. When calculating the total defence value of the tile add the points value of the defenders of any settlement also present.



THE SIEGE TRAIN

Fortified cities, fortresses and great walls can block or hold up the progress of your conquering armies. Often the only way to continue the campaign is to attempt to besiege such places or storm them by assault. This is both time consuming and costly, and you may end up watching your armies wither away with constant assaults, or see the campaign season slipping away as your forces remain encamped around a defiant enemy fortification. The only realistic solution to breaking massive fortifications is to employ a formidable siege train which includes siege engines of gigantic proportions capable of smashing down the strongest walls, gates and towers quickly.

All armies are able to besiege fortifications using the engines of war permitted in the army list. These machines and artillery are small and mobile enough to be used in the field in open battles as well. Some are simple enough to be constructed from local materials by an army which suddenly encounters a fortified position blocking its intended route. The war machines, artillery and siege engines of a siege train are altogether on a different scale. These machines are so huge that they cannot easily be constructed in the field. Instead they must be manufactured in advance, often in prefabricated sections which can be transported in wagons, on ships, or stored until needed in fortresses.



There are four principle siege engines (referred to as siege train elements) which make up a typical siege train. These are described in *Siege Trains* in the Siege section.

CONSTRUCTING A SIEGE TRAIN

A siege train can only be built in a city or fortress during the construction phase of the winter season and costs 3 gold crowns per element. You can only build as many siege train elements as there are wooded tiles within the empire. This represents the expenditure of timber required exactly as for ships and fortresses. The siege train can be stored in any city or fortress of the empire over the winter season.



GREAT WALLS

The further the empire expands, the longer become its borders. The longer its borders extend, the greater the threat of invasion from outside. What better way of defending the empire can there be than to build a wall around it? Armies and fortresses can defend key regions, but they cannot be everywhere at once. There is always a risk that an invading force will slip through while the army is distracted elsewhere, and a fortress may be stormed or even succumb to treachery!

A wall is like a fortress in that it must be stormed in order to break into the territory it guards. This will either deter the invaders or halt them in their tracks. This buys time for the empire to rush forces to the threatened area. It may deter some enemies altogether, especially numerically small or weak forces. Attempts to tunnel under walls or fly over them are considered to be part of an attempt to breach the wall, since few troops are likely to be able to do this, and they will not be able to do so without being detected and interfered with by the defenders.

The wall need not encompass the entire circuit of the empire, it may suffice to build a wall between mountains, marshes, existing fortresses or the sea in order to block obvious approaches and save expenditure on the wall. There is no reason why a coastline should not be protected by a sea wall if the realm is threatened by invasion from this quarter.

Unlike a fortress, a wall is not defensible on all four sides. It only has two sides. The side facing hostile territory is equivalent to a fortress wall. The side facing into the hinterland of the empire is indefensible. Here are the military roads along which the garrisons march, the barrack blocks, the milecastles, the signal towers, and the supply depots. These are all vulnerable if the enemy can get behind the wall.

Walls are garrisoned by frontier troops levied from the local population within the empire. Usually these are only part time soldiers patrolling the wall on a rota basis. Often these are second rate recruits who would not be considered for military service in the main army of the empire. Most will live on or near the wall, perhaps on their own homesteads. Recruiting, paying

and feeding these border troops costs the empire so little that it amounts to nothing as far as the game is concerned. This is because only a small number of troops is required to keep watch and because they can grow their own food and patrol the wall as much to secure themselves from enemy invaders as the rest of the realm. If an enemy horde appears on the horizon, signals are sent up and down the line of the wall to mass defenders at the danger point. This may be enough to delay the invaders until a large force from the interior can be dispatched to the region. If there are fortresses and cities behind the wall, then defense in depth will certainly slow down any invading force that breaks through the wall.

Wall garrisons are permanently stationed on the walls they patrol and cannot be converted into mobile forces, moved elsewhere or increased. The garrisons are therefore not calculated in points like the rest of the army and their defensive strength is taken into account in the rules for breaching the wall. If you wish to move forces into a tile protected by a wall to reinforce the frontier, simply move banners into the tile. Any enemy succeeding in breaking through the wall will have to fight your forces into the tile in order to capture it and advance any further. A wall garrison automatically subsists from the tile containing the wall irrespective of the subsistence value of the tile or any other forces currently occupying the tile. Wall garrisons cost nothing to supply.

CONSTRUCTING WALLS

Walls are built in the construction phase of the winter season. They are only constructed on the edge of tiles, never across the middle of a tile. Each section of wall costs 3 gold crowns to construct. Settlements may not be converted into walls, nor may walls be converted into settlements.

A wall section is positioned on the edge of a tile facing towards hostile territory. A tile will therefore require six sections of wall to completely enclose it, although it is unlikely that any empire should want to build walls on more than a few edges of a tile, unless throwing an outer defense around a city or fortress or fortifying and island or creating a cordon around a hostile enclave (in which case the wall would face inwards).

Wall sections do not have to be continuous. You can leave gaps if you wish, perhaps because certain tiles may have difficult terrain which is so difficult to cross that natural defenses will be secure enough. Obviously gaps provide the enemy with possible ways of getting around the wall, but you may find that you can only afford to build a long wall in stages, or you may feel certain stretches of frontier are safer than others. Walls can be built on the outer border or the empire or you can opt for interior defense lines protecting the heartland. Your defensive strategy is up to you!

A Wall built on a coastal tile edge where the land meets the sea is assumed to run all the way to the sea effectively blocking any approach along the coastline.

Similarly a wall built across an edge bisected by a river is assumed to be built across the river by means of a fortified bridge with boons, nets and porticulis sluice gates to prevent boats from slipping underneath!

Forts and cities can be incorporated directly into the wall system. Walls do not need to be built in tiles containing these settlements since they have a powerful defence value of their own. You can put additional walls around the edges of these tiles if you wish, thereby creating defence in depth. It is then assumed that the fort or city lies some miles behind the line of the wall. Enemy breaching the wall will then have to tackle the fortress or city behind it when they enter the tile. A port cannot be walled off from the sea, since ships need to enter and leave by a wide estuary or harbour mouth. You have to rely on your 'wooden walls' (your fleet!) or shore forts to protect these.

PASSING THROUGH THE WALL

There are two types of wall sections these are sections with gates and sections without gates. Gates provide a way of strictly controlling movement into or out of the empire. A friendly banner can only pass through at a wall section with a gate. This applies to all banners whether entering or leaving the empire. An enemy banner intending to enter a tile but with its route barred by a wall cannot pass through into the tile unless it breaches the wall. This applies to all sections whether they have gates or not, since gates are heavily fortified.

SCOUTING ACROSS A WALL

A tile protected by a wall cannot be scouted from the outside. The only two options open to a hostile army encountering a wall blocking the intended route is to attempt to breach the wall, or go away. Only if the wall is successfully breached, can you go on to scout and enter the tile.

BREACHING THE WALL

An army encountering a wall section barring its intended route may attempt to breach the wall. Roll D6 on the following chart and add +1 to the score for each additional banner in the army and a further +1 if any siege train elements are present with the force.

D6	Result
1-3	Repulsed with heavy losses. Wall is not breached. You lose D6x100 points.
4-5	Wall is breached at heavy cost. You lose D6x100 points. Remove 1 wall section. Tile may be scouted and entered.
6	Wall is breached for minimal loss, or surrenders. You lose D6x50 points. Remove 1 wall section. Tile may be scouted and entered.

THE WINTER SEASON

INFILTRATING THE WALL

A wall may prevent an enemy agent, assassin, spy or saboteur from entering the empire during the winter season. This is represented by a roll on the chart below. Only roll is a continuous wall effectively separates your empire from the empire you intend to infiltrate. Such infiltrators are assumed to try and slip through gates in disguise or climb over walls at night. Roll on this chart before rolling for the fate of the agents etc. once they are within the empire. Walls increase the chances of apprehending infiltrators.

D6 Result	
1-3	Agents are apprehended by vigilant border guards and their heads end up on poles over the gate. The agents fail in their mission, however their contribution to the Great Walls architecture (gargoyles) is greatly appreciated by the populace.
4-6	Using their superior guile and cunning, well generally dressing up as old hags and lepers actually - Agents slip through undetected to proceed with their mission.

CAPTURED WALLS

If a wall is breached the wall section is removed from the tile. The player making the breach must designate which section is removed. This is the edge through which the invading force can enter the tile. If a tile containing wall sections is entered and captured by the invading force, whether via a breach, or by entering by an unprotected edge, thereby outflanking the wall, any other wall sections in the tile are also removed. This represents the abandonment and demolition of the defences in the vicinity of the breakthrough. Walls therefore cannot be captured intact (and would be facing the wrong way to be any use if they were!). The new rulers of the tile will have to build their own walls at their own expense.

9. BAGGAGE

During the baggage phase players may purchase baggage points. In the first campaign season of the game baggage points are determined by a 2D6 roll. In following seasons players must decide for themselves how much baggage they want or can afford.

1 point of baggage costs 1 gold crown. Players decide how much baggage they want, and pay the appropriate amount of crowns. Note down the amount of baggage purchased in preparation for the deployment phase.

SUSTAINING SIEGES

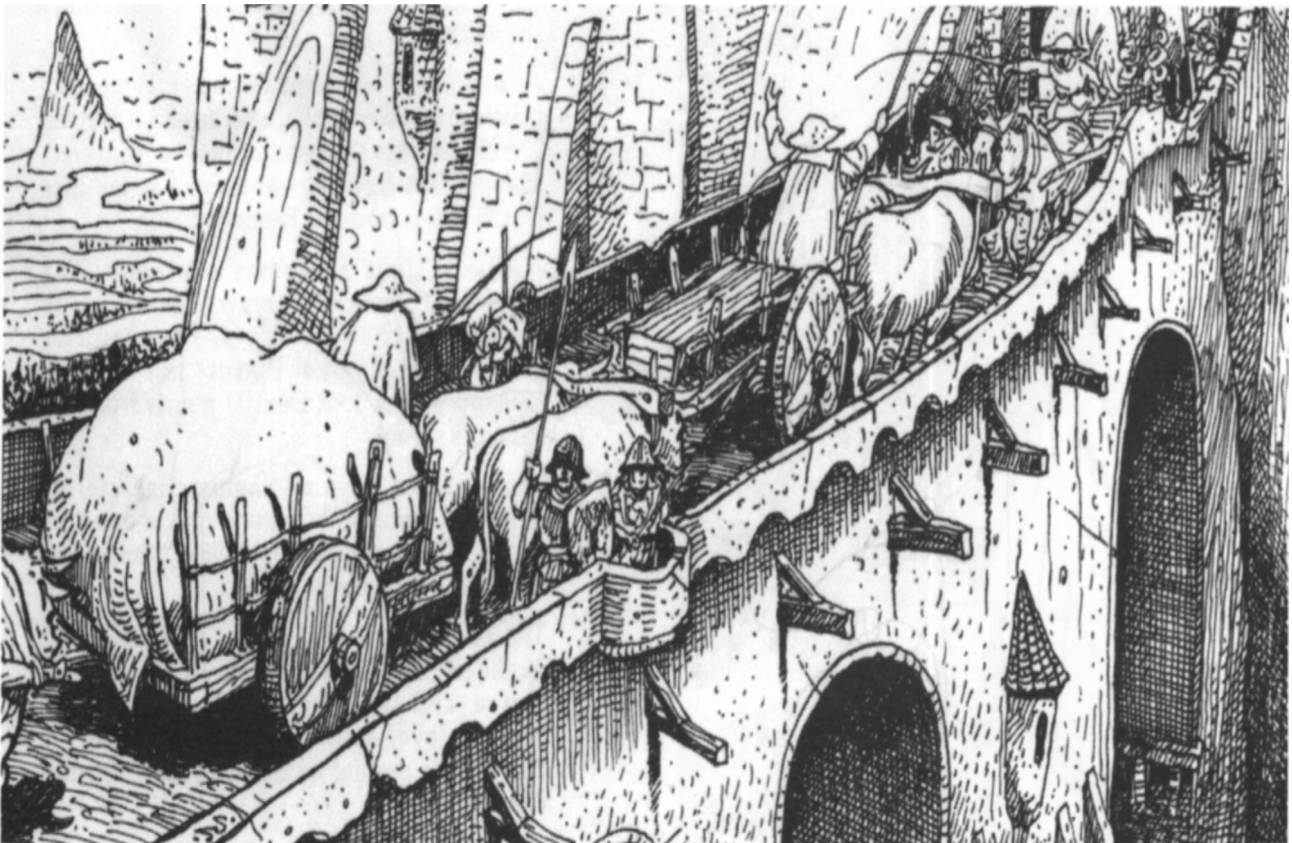
If a player elects to sustain a siege over the winter he must provide the besieging force with additional baggage. During the baggage phase the player rolls a D6 for each besieging banner and pays for the number of baggage points indicated. Although the amount of

baggage consumed is far less than would be used over the same period during the campaign season, it is still enough to seriously affect an empire's budget.

If a player is unwilling or unable to provide baggage for a besieging force, the entire force is destroyed and the siege ended.

If the player provides the baggage indicated, the siege continues through the winter.

To determine the result of a winter siege, roll on the siege starvation table, but this time with a -1 modification to the dice roll. Results are applied normally. If the garrison surrenders or is betrayed, surviving banners of both sides must immediately attempt to reach Winter Quarters under the normal rules. Failure to do so will result in their destruction.



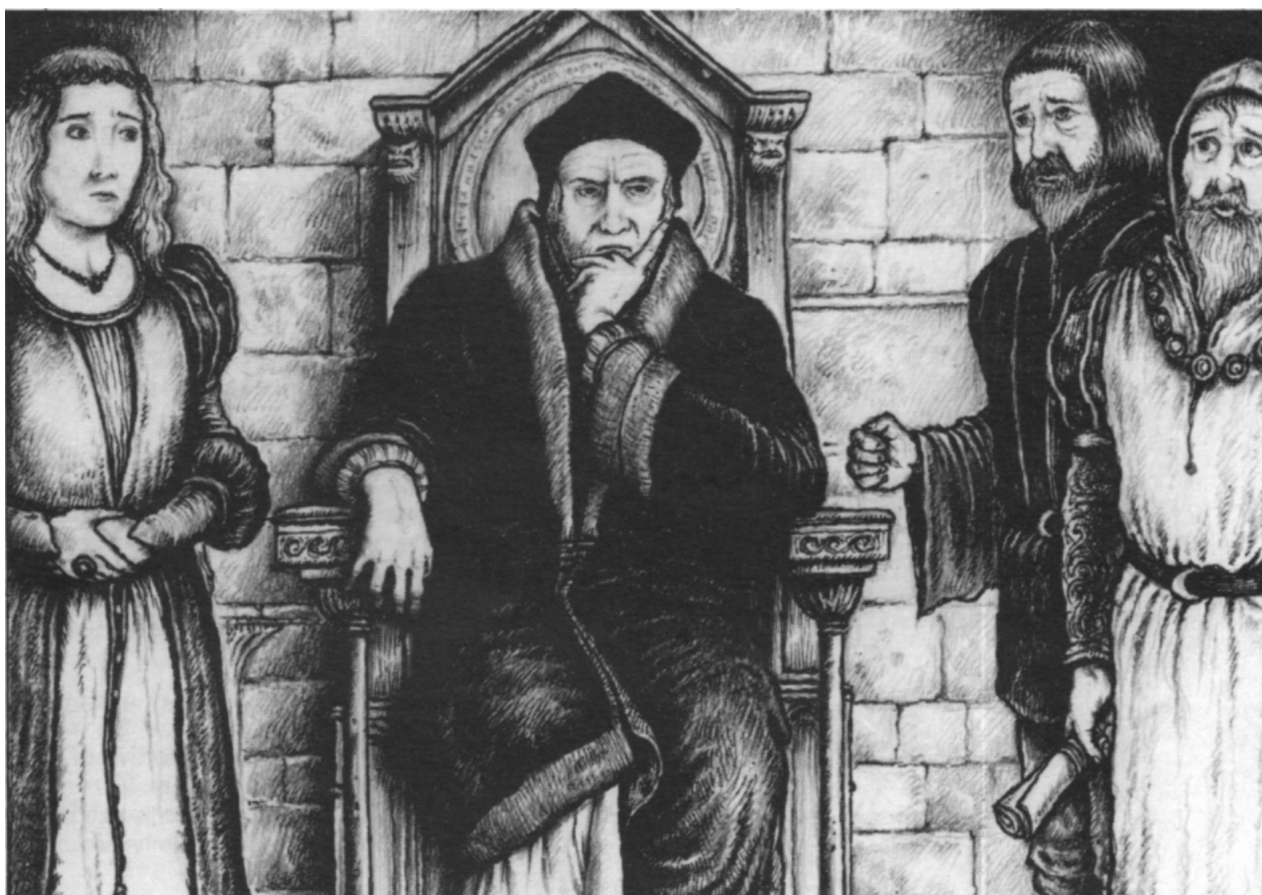
10. DEPLOYMENT

Over the winter troops allocated to existing banners are pooled and the entire army reorganised. Those playing without fighting tabletop battle may redistribute the points into banners as already described. Player selecting Warhammer forces may form new and old units into new banners. Each player prepares new force lists to accommodate his army for the coming season. Once banners are properly organised they are positioned in settlements within the player's empire. Banners cannot be deployed in barren or razed tiles. Mercenary or allied contingents are always organised into their own separate banners.

Once banners are in position, baggage counters are placed with banners, or may be stockpiled in settlements as required.

Ship pieces may be deployed at any city in the player's empire which has a harbour.

If a player wishes to deploy a banner in a settlement that is entirely separated from his realm by water (say on an off-shore island or on a part of a peninsula that is cut off by an opposing empire) then he must also deploy one of his ships into a harbour in the same or an adjacent tile. If there is no harbour available it is still possible to deploy a banner into a settlement, but only if a newly constructed ship is also deployed in the same or an adjacent tile, or if the force is accompanied by marines as per *Forced Landings*. (this rule represents the commitment to building new ships which is required to undertake maritime conquests in undeveloped territory).



11. ESPIONAGE

During the espionage phase assassins, spies, saboteurs and agents may be hired and deployed by the players. Each of these four types of operative can achieve different things, but all are treated similarly in the game.

COST

Operatives are bought at the cost indicated below. This is deducted from the player's revenue. The number and type of operatives bought are noted down by the player.

Assassin	1 crown each
Spy	1 crown for D6
Saboteur	1 crown each
Agents	1 crown each

Once each player has chosen his operatives, all players should get together to play out the espionage phase. Each player declares his total number of operatives, but does not have to give details of their type.

The player with the most operatives takes an assassin, spy, saboteur or agent counter and places the counter face down on a map tile. Then the player with the next highest number of counters places one of his operatives, and so on, each player placing a counter in turn. Counters continue to be placed until there are none left. A player may place several counters in the same tile and may place counters together with those of other players. Specific rules affecting the placement of operative types are given below.



The results of espionage are worked out once all the counters are in place. The players randomly determine an order between themselves. The first player resolves the actions of one of his operatives, then the next player resolves the actions of one of his, and so on. Once an operative's actions have been resolved the counter is discarded. Continue until all the counters are removed.

ASSASSINS

Assassin counters may be placed on any tile which contains an enemy banner. Assassin counters may also be placed on a capital city tile irrespective of whether any banners are present.

To determine the results of an assassination attempt roll a D6. If an assassin has been placed on an enemy capital city tile which has no banner in it, skip this stage and go to the following chart.

D6 Result

- 1 Assassin is uncovered and slain before he has time to do any damage.
- 2 Assassin bungles his attempt and is cornered and slain by enemy troops. However, he still manages to take 2D6x10 points of troops with him. These are deducted from the force list in the same way as troops lost due to subsistence shortfalls.
- 3 Assassin slays an enemy character. The enemy player must select 1 character from his banner. The character is slain and cannot be recovered. Players not fighting tabletop battles lose D6x20 points from the banner's value.
- 4 Assassin slays an enemy character. The assassin automatically slays the character with the highest character level. The character cannot be recovered. Players not fighting tabletop battles lose D6x50 points from the banner's value.
- 5 The assassin slays an enemy character as described under 4 above, and makes good his escape slaying a further 2D6x10 points of troops in the process.
- 6 The assassin slays two enemy characters. One is chosen by the enemy player as under 3 above, and the other is the one with the highest level as under 4 above. If only 1 character is present he is slain and no further damage is done.

THE WINTER SEASON

If an assassin is placed on a capital city tile which has no enemy force in it, roll on the chart below.

D6 Result

- 1-2 The assassin is uncovered and slain before he has time to do any damage.
- 3 The assassin runs riot in the imperial palace, slaying indiscriminately before he is finally caught and slain. The king decides that palace security requires beefing up a bit. One unit of at least 10 models is withdrawn from the army and deleted from the force list. For players not fighting tabletop battles this is represented by deducting 3D6x10 from the army's value.
- 4 The assassin is discovered in the nick of time and the king is saved, although sustaining light wounds which throw him and his court into panic. Rumours of the king's death spread through the army like wildfire. During the first campaign turn a force may only move on the D6 roll of a 4, 5 or 6. On the roll of a 1, 2 or 3 the force remains in its tile. Forces move normally from the second turn onwards.
- 5 The king is wounded but survives the assassination attempt. Rumours and confusion paralyse the army. No forces may move during the first turn of the campaign.
- 6 The king is slain by the assassin and the whole court is thrown into anarchy. Rivals to the throne gather their political and military supporters as the nation teeters on the brink of civil war. Randomly select D3 fortresses. These fortresses take advantage of the anarchy by rebelling against the empire. Replace the fortresses with independent fortresses. Any banners in the rebel fortresses are lost and removed - some troops are assumed to disperse whilst others remain to garrison the fortress. Remaining loyal forces are thrown into confusion and cannot move for the first turn of the campaign. In the second turn they can move on the D6 roll of a 4, 5 or 6. From the third turn they may move normally.



SPIES

Spies may be placed on any tile containing an enemy banner. Roll a D6 and consult the chart below.

D6 Result

- 1-3 Your spy vanishes without trace and fails to make contact.
- 4 Your spy provides vague information about troop numbers and movements. The enemy player must reveal the total points value of the force in that tile. The enemy player must also inform the player where the force is going to move during the first turn - this may be done secretly to avoid other players knowing.
- 5 Your spy provides exhaustive details of the force's composition. The enemy player must provide details of the entire force including the points values of each banner, and complete details of troops where these apply. This is most easily accomplished by allowing the spying player to see the relevant bits of the force sheet.
- 6 The spy discovers details of other operatives. The spy player may remove D6 other operatives from the map, irrespective of who they belong to and where they are. If there are no operatives left to remove then tough luck the information arrives too late to be of value.



SABOTAGE

A saboteur may be placed in any tile containing an enemy settlement. Roll a D6 to determine his effect.



D6 Result

- 1-2 The saboteur is discovered and dealt with before he can accomplish his mission.
- 3 The saboteur sets a barracks ablaze. If there is an enemy banner in the tile D6 x 30 points of troops are slain. Where players have worked out Warhammer armies these casualties are selected by the victim and removed from the banner. If there are no troops in the town there is no damage.
- 4 The saboteur poisons the settlement's food stores. All baggage currently in the tile, including baggage held by enemy banners, is removed.
- 5 If the settlement is a city harbour with ships, the saboteur has sunk part of the fleet. Remove 1 ship. If there is no harbour, the saboteur has engineered an explosion causing much damage. If there are enemy banners in the tile, they must remain there and fix the damage during the first turn of the campaign.
- 6 The saboteur sets fire to the settlement causing immense damage and killing many people. The settlement is considered to have been razed. Banners in the tile and any baggage held by them are not affected. Ships are destroyed on the D6 roll of a 4, 5 or 6, but otherwise escape unharmed to the open sea.

AGENTS



The purpose of agents is to uncover plots against your empire and to infiltrate and root out networks of enemy operatives. Agents can be placed in your own settlements to protect them against enemy activity, and they can also be placed in enemy settlements in order to act against enemy operatives who might be there - notably other agents. The main difference between agents and other operatives is that agents can sometimes be used several times during the espionage phase. The player may use an agent only once during his turn of the espionage phase, but can return to the same piece in a subsequent turn if he wishes. Roll a D6 to determine the effect of an agent. Unless they are destroyed beforehand agent counters are removed from play once espionage is over.



D6 Result

- 1 The agent is uncovered by local authorities and quietly silenced. The agent is eliminated. Remove the counter.
- 2 The agent infiltrates a nest of enemy operatives and destroys one of them. You may look at all the operatives in the tile, choose and discard any one operative counter you wish and replace the rest face down. Your agent remains in place and may be used again in a subsequent turn.
- 3 The agent infiltrates and destroys an enemy espionage network. You may look at all the operatives in the tile, and remove all of one player's operative counters. Your agent remains in place and may be used again in a subsequent turn.
- 4 The agent is ruthlessly efficient and runs to ground all enemy operatives in the area. Remove all enemy operative counters from the tile. Your agent remains in place and may be used again in a subsequent turn.
- 5 Your agent smashes the local espionage ring and destroys all enemy agents in the tile. Remove all enemy operative counters from the tile. In the process your agent obtains vital information which enables him to follow up his operations in another settlement. The agent counter may be moved into any of your own settlements or to any settlement belonging to a player whose operatives the agent has destroyed this turn. The agent counter may be used again in a subsequent turn.
- 6 Your agent establishes a counter-espionage network of double agents, traitors, and other infiltrators. All the operative counters in the tile immediately become yours - the counters are removed and replaced with your own equivalents. Any operatives in the tile, including the original agent, may be placed immediately on any of your own settlements or any settlements belonging to players whose operatives have been taken over by the agent this turn.


An agent counter may be activated and moved back to any of his own side's settlements on the roll of a 5 or 6 even if there are no enemy operatives in the tile he is in. However, a roll of a 1 still leads to his being uncovered and destroyed presumably by agitators, local militia, police or some other mysterious enemy. If an agent is still on the board with no other operatives he is the last man standing and may be used in the next season.

TABLETOP BATTLES

When opposing forces meet in the same tile the result of the battle may be determined by means of the battle resolution rules already described. This applies whether the banners represent tabletop armies or not. This means that it is always possible to conclude a battle quickly and move on with the Mighty Empires game.

Where players have tabletop armies to represent their forces, battles may alternatively be resolved by means of a tabletop wargame using Warhammer Fantasy Battle. Many players will prefer to resolve small encounters and battles against independent armies by means of the rules already described, reserving tabletop encounters for the larger and most important conflicts.

This section provides additional rules which will enable you to translate Mighty Empire scenery and conditions into Warhammer Fantasy Battle games.

 Note: Special Characters may only be used if Call of Heroes has been cast.

TERRAIN

Warhammer Fantasy Battle provides a system for establishing battlefield terrain. However, this system takes no account of the dominant terrain in the area. As an alternative to the main Warhammer terrain generation chart, players may use the version given beneath.

This chart has a built in bias to reflect the terrain of the tile where the battle is fought. If forces clash in a highland tile, for example, this chart will generate a greater number of hills and other highland features. Roll on the Terrain Table exactly like the normal Warhammer terrain generator, using the column corresponding to the tile's terrain type.

BLOCKING TERRAIN ON THE TABLETOP

If opposing banners are in the same map tile but are separated by blocking terrain this does not prevent a battle being fought as already discussed under the main battle rules. When fighting a tabletop battle it is interesting to take into account the effects of these features. This adds another dimension to the game and makes such battles different to those fought over open territory. Both players must agree before using such features, otherwise a normal game is fought with scenery determined as described later.

If the obstacle is a river then the armies can start off on opposite sides of a river running across the table. Crossing places must be provided, or these may be determined by a random dice roll or worked into the game in some other mutually agreeable way.

If the obstacle is a mountain the game can be played in a mountain pass, totally closed off at its sides, and with steep hills along both flanks.

If the obstacle is a coastline, one table edge may be designated as representing the feature and cannot be crossed. Players may improvise rules for encroaching tides and mud flats if they wish. For example, units moving over mud flats become bogged down and immobile for 1 turn on the D6 roll of a 6.

DAY LENGTH AND DURATION OF PLAY

Using the Warhammer Battle rules a game usually lasts until one side surrenders. No real regard is made of the time of day or the imposition of darkness. In Mighty Empires these factors can be important, so it will be necessary to establish at what time of day the battle begins and when night falls.

During the campaign season the days are relatively long. We shall represent the hours of daylight by 16 Warhammer Battle turns. Each turn corresponds to an hour of daylight. This doesn't necessarily mean that each turn literally represents an hour, or that troops can achieve during one turn what a real person could do in an hour. The turn/hour rule is a convenience which allows us to work a time factor into the battle.

To determine when the battle starts roll a D6. The score indicates the hour when the game begins, and will be between 1 and 6. The battle continues until the end of hour 16. One player must record the hour/turns as they pass. Don't forget each side must have a turn before an entire game turn is complete.

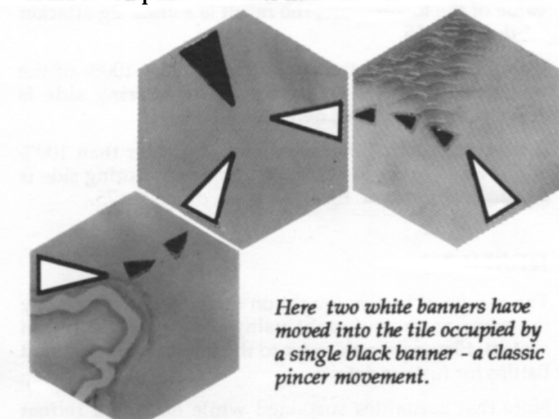


TERRAIN TABLE

Lowland	Coastal	River	Highland	Terrain
01-20	01-20	01-15	01-35	Hill or mound approximately 8x8" or equivalent area, but no longer than 12".
	21-25	16-20	36-45	Steep hill approximately 8x8" or equivalent area, but no longer than 12".
21-25	26-30	21-25		12" length of ditch or drainage channel. May be divided into three 4" sections.
26-35	31-35	26-30		12" length of hedge. May be divided into three 4" sections.
36-40	36-40	31-35	46-50	12" length of stone wall. May be divided into three 4" sections.
40-62	41-50	36-45	51-52	Wood or orchard approximately 8x8" or equivalent area, but no longer than 12"
63-65	51-53	46-48	53-55	Dense scrub or undergrowth covering approximately 8x8" or equivalent area, but no side longer than 12". Constitutes difficult ground.
66-67	54-56	49-50	56-70	Boulder strewn or comparable terrain approximately 8x8" or equivalent area, but no longer than 12". Constitutes difficult ground.
68-70	57-59	51-53	71-72	Ruins approximately 8x8" or equivalent area, but no longer than 12". Constitutes difficult ground and may include defensible obstacles.
71-73	60-62	54-61	73-77	A single building with gardens enclosed by a hedge or wall covering an area no more than 8x8" or equivalent area, but no longer than 12".
74-76	63-65	62-63		Three small buildings arranged within a 12x12" area
77-79	66-68	64-66		A small farmyard comprising a farmhouse with one or two outbuildings bounded by a wall encompassing an area no more than 12x12".
	69-70	67-68		An inn and stable within a walled courtyard bounded by a wall encompassing an area no more than 12x12".
80-81	71-76	69-75		An uncrossable approximately circular pond with a diameter no greater than 8".
	77-79	76-77		One flanking table edge is a large uncrossable river or the sea coast. Troops may not move off this edge, and any troops being pushed back or routed off the edge are all lost. Pursuers and other troops are halted.
82-86	80-85	78-87	78-83	A section of river or stream. Such bodies of water represent tributaries or small rivers not included on the map tile. If the tile is highland the result is always a stream.
87-90	86-93	88-95		An approximately circular bog with a diameter of no more than 8".
91-93	94-95	96-97	84-85	An area enclosed by ancient or agricultural earthworks. These are represented by 24" of earthen ramparts in 4" sections. They are as high and equivalent in all respects to walls. Earthworks may be positioned in any manner within an area no greater than 12x12".
94-98	96-98	98-00	86-88	A graveyard or any form of burial ground equivalent in area to 8x8" and no more than 12" long.
99-00	99-00		89-93	A stone cairn tomb or group of tombs covering ground equivalent in area to 8x8" and no more than 12" long. Counts as very difficult ground.
			94-00	A sheer sided, deep gully or chasm between 8 and 16" long and 3" and 6" wide. The gully can be entered at its short sides, but troops cannot move in or out via the long sides. Troops pushed back or routed over a long side plummet to their death. Pursuers and other troops halt automatically.

PINCER ATTACKS

A pincer attack describes an encircling manoeuvre where two friendly forces approach an enemy force from different directions. A pincer attack will normally involve two friendly forces, but three or more forces could accomplish the same manoeuvre.



Pincer attacks are difficult to coordinate properly, as it is all too easy for one force to arrive before or after the other. To represent this, the player should roll a D6 for each force. The lowest score indicates when that force arrives and the hour when the battle begins. The other dice indicates the hour when the other force is due to reach the battlefield. For example, if the dice scores are 4 and 2, the battle begins in the 2nd hour, but the later force does not arrive until the 4th. If both forces arrive together then they deploy together exactly as if they were a single large force.

At the start of the player's turn when a new force is due to arrive, the player rolls a D6:

- | | |
|-----|---|
| 1 | The force has been unexpectedly delayed and will not arrive for a further D6 turns. When the force eventually arrives it is positioned on the player's own table edge, and may not move until the following turn. |
| 2-3 | D6 units and any or all characters arrive on the player's own table edge. Troops may not move until their following turn. Remaining units may be brought onto the table at the rate of one per turn together with any remaining characters. Troops may not make a move until the turn after their arrival. |
| 4-5 | D6 units and any or all characters arrive on a randomly determined flank edge. Troops may not move until their following turn. Remaining units may be brought onto the table at the rate of one per turn together with any remaining characters. Troops may not make a move until the turn after their arrival. |
| 6 | The entire force may be brought onto the player's own table edge or any or both flanking edges. Troops may not move until their following turn. Any troops not placed on the table immediately may be brought on at any of the edges indicated at the rate of one unit plus any characters per turn. Troops may not make a move until the turn after their arrival. |

END OF THE GAME

The game is automatically ended by nightfall at the completion of the final turn. The game may also be ended before nightfall if any of the following applies:

1. One player admits defeat. If a player concedes during play it is usual to fight until the end of the current game turn. Players may agree to shorten things by dispensing with any unimportant movement or peripheral activity.
2. A side is defeated if it has no rank and file units remaining on the table. Units which are routing or which have left the table in pursuit do not count. Units with less than 5 models only count if they are daemons. War engines and chariots only count if the total number of crew is at least 5 models.
3. Both players may agree at any time to stop the game in favour of a mutually acceptable result. Usually this will be a draw.

If players find that time is short then they may find it a good idea to fight for an agreed number of turns or for an agreed length of time.



PARTIAL FORCE OPTIONAL RULE

Some times space and model availability makes it impossible to represent an entire force on the table top. In this case both players agree to a point value of troops to bring to the table and fight for the strategic modifier to what would be the entire battle. Victory Point Result: Draw=0, Minor Victory=0, Solid Victory=+1, and Massacre=+2 Strategic Modifier to be applied to the main battle.



OPTIONAL WEATHER RULES

Roll 2d6 for weather at the beginning of the battle after terrain has been placed but before units are deployed.





WEATHER TABLE

2D6 Result

2 **Snow:** Snow primarily inhibits movement. All troops on foot suffer -1M and mounted troops suffer -2M when moving through snow, and -1 to rally attempts. Roll a d6 at the beginning of each turn (each player rolls for his or her own turn) and consults the table below.

1 A blizzard has begun. The wind blows furiously, and the snow whips about. All figures suffer the following penalties: on foot -1M, mounted -2M, sight is limited to 18", -1 to hit on all missiles (not including war machines) and flying models can only fly half distance.

2-3 Snow begins to fall heavily. Rules for both snow and fog apply as above.

4-6 No Changes

3-4 **Fog/Clouds:** Heavy fog is a detriment to vision. Roll an Artillery dice and multiply the result by 3 to find out how far in inches the troops can see. Maximum range on all missile weapons, war machines, and spells is the result. Similarly, units can only charge enemies it can see.

1 A storm has begun with raging wind and blinding rain. All troops suffer the following penalties: on foot -1M, mounted -2M, a further -1 to hit with missiles, range on all missiles as per fog. Further, all hills become treacherous - no figure may move up or down any incline.

2-3 Rain begins to fall heavily and the wind begins to blow. Rules for both rain and wind apply as above, cumulative.

4-6 Rules apply as above with no changes.

5-9 **Normal** No changes

10 **Windy:** Windy weather primarily affects missile troops. All missile troops suffer a -1 to hit during windy conditions. This includes thrown weapons, but not war machines. Flyers movement is halved.

11 **Rain:** Flyers movement is halved. All missile troops suffer a -1 to hit. Any war machine that does not use BS to hit may only shoot on a 4+ on D6. Roll each turn to see if it may shoot. Also, -1 to rally attempts. Roll a d6 at the beginning of each turn (each player rolls for his or her own turn) and consults the table below.

12 **Storm:** Flyers may not take off, and it must use its ground movement rate. -2 to missile fire. Any war machine that does not use BS to hit may only shoot on a 6+ on D6. Roll each turn to see if it may shoot. Also, -1 to rally attempts. Roll a d6 at the beginning of each turn (each player rolls for his or her own turn) and consults the table below.

1 A tornado has struck! It comes down somewhere on the battlefield and starts moving. Measure the centre of the table and then roll misfire and scatter dice (re roll any misfires). This is where the tornado touches down (a 'hit' indicates the centre of the table). Roll misfire and scatter dice again (re roll any misfires) and mark the location. This is where the tornado stops (ignore 'hit' rolls and use the indicator above the word 'hit' for the direction). Anything along the path of the tornado suffers D6 (use the stone thrower template for the path - any model which is covered by the template is hit; any model partially under the template is caught on a 4+). Buildings passed over by the tornado suffer the same effects. Any woods crossed become impassable along the path of the tornado. Mark where the tornado stops. If a tornado is rolled again the following turn, it continues from the previous place that it stopped. If a tornado is rolled again later in the game determine a new starting point as described above.

2-3 Thunder and lightning begins raging across the sky. Rules for both storm and wind apply, cumulative. In addition, at the start of each player's turn lightning bolts will strike one or more units. Each player rolls D6. The player that rolls the lowest nominates one of his own units to be struck by lightning. If roll is a tie, both players nominate one of their own units. Each unit that is struck takes D6 Strength 5 hits.

4-6 Rules apply as above with no changes.

Note: Once rain has affected armies, they stay soaked for the rest of the battle. Apply the worst penalty from the weather so far to missile units each time they shoot.

WINNERS AND LOSERS

The system given here for determining winners and losers is different from that normally used in Warhammer games and described in Warhammer Fantasy Battle. The normal Warhammer system assumes an equal initial points value. The system given here is therefore more appropriate for campaigns where points values are rarely equal.

If one side concedes or is defeated as described above, or if both players agree to a result, then there is no need to establish the winner or loser by any other means. Otherwise a result is established by *victory points* as described below.

Point count: Each player adds up the total number of points in his force at the beginning of the battle. When the battle is finished, each player adds up the total number of points remaining on the table, disregarding any troops in rout and uncrewed war engines. Troops not on the table are also ignored, including any that have routed off during the game or which have left the table in pursuit of routed enemy. Each player then works out the percentage loss suffered by his force rounding off to the nearest whole number. Each side's victory points equals the percentage loss of his enemy this will vary from 0 to 100.

Scenery: Additional victory points may be allocated at the start of the game for control of scenic features as described below. The values given may be adjusted by mutual consent before the game begins, terrain features being allocated a value which is felt appropriate to their tactical worth on that particular battlefield. The values given here are different to the normal points values given in Warhammer Fantasy Battle, and are intended especially for fighting campaigns.

- 10 pts **For control of a hill.** A hill is controlled if occupied by 5 or more friendly troops and no enemy. If the hill is not controlled as described, it is considered to be controlled by the side which controls the half of the table containing the centre of the hill.
- 10 pts **For control of a bridge.** A bridge is controlled if 1 or more models occupy the bridge and no enemy models are within charge distance. If the bridge is unoccupied it is controlled by the side which controls the half of the table containing the bridge.
- 25 pts **For control of a table half.** The table is divided long ways down its middle. Count up the number of troops from each side in each half. Characters count as 5 ordinary troops, but other large creatures, daemons, etc count only as 1. Chariot and engine crewmen count as 1 each. Routers are not counted. If one side outnumbers its foe by 2:1 or more it controls the table half.



WORKING OUT THE WINNER

Once each side has worked out its total victory points, both players compare their values to determine who has won.

If the difference of the two scores is less than 10% of the value of the lower score, the result is a *draw*. Eg attacker 60, defender 65.

If the difference of the two scores is 10%-100% of the value of the lower score, the lower scoring side is *defeated*. Eg attacker 60, defender 85.

If the difference of the two scores is greater than 100% of the value of the lower score, the lower scoring side is *defeated and scattered*. Eg attacker 35, defender 75.



Once each side has worked out its victory points, use the Victory Points results table in WFB 6th edition: Draw=*Draw*, Minor Victory, Major Victory=*Defeated*, Massacre=*Defeated and Scattered* as per the Mighty Empires result.

RESULTS

The results of battles fought on the tabletop are exactly the same as those fought using the battle resolution system. Players should refer to the main section entitled Battles for further details.

Note that casualties sustained while making a retreat over mountains or rivers cannot be recovered as can some of the casualties inflicted in the battle itself.



SIEGE

A siege can make a very spectacular tabletop wargame full of heroic action. However, by their very nature sieges take a long time, and this makes it impractical to fight every siege that occurs as a tabletop wargame.

Dedicated players may wish to use the full Warhammer Siege rules to resolve sieges including the results of mining, battery with engines, and supplies. Players who prefer to bring the game to a conclusion in a single playing session might prefer to fight out assaults on the tabletop but leave the business of battery and prolonged siege works to the rules already given under *Sieges*.

Most players will probably want to conduct sieges in the simple and speedy manner already described, but to occasionally fight them out in full where time and scenery are available. There are few more inspiring sights than a gaming table laid out with model castle, siege machines, rams, proper siege lines and all the colourful paraphernalia of siege warfare. A siege game takes a while to set up and play, but it is worth rising to the challenge now and again just for the sheer spectacle.

SUPPLIES AND TIME IN WARHAMMER SIEGE

If players wish to resolve a siege using the full Warhammer Siege rules then it is necessary to tie the time scales of the two games together.

A Mighty Empires game turn is equivalent to a month (or 28 days) while a strategic turn in Warhammer Siege represents 1 day. Work out how long the garrison's supplies will last in Mighty Empires turns, and then multiply by 28 to give an equivalent in Warhammer Siege days. Once the siege has been underway for 28 days it is time for another Mighty Empires turn.



CASUALTY RECOVERY

This section of the rules only applies if you are using Warhammer Fantasy Battle to fight tabletop battles. Models removed as casualties during a battle are not necessarily slain. Some will be dead, but the majority are merely wounded or otherwise incapacitated. Following a battle some of the wounded may die, but others will recover sufficiently to rejoin the ranks. Once the battle is over and the two forces have completed any retreats and pursuit, each side recovers a proportion of its battlefield losses. Recovered casualties are placed back in their units and may fight normally from then on.

RANK AND FILE TROOPS

If a unit ends the game in rout, or leaves the table in rout during the game, special rules apply as described later.

Otherwise all non-routing units in a force recover rank and file casualties as described below. Units that were caught by pursuers have a -1 modifier to recovery.

Roll a D6 and apply the following modifiers.

- 1 if force defeated
- 2 if force defeated and scattered
- 1 if force pursued
- +1 if force victorious

D6 Recovery

- | | |
|-----|--|
| 1 | No models lost as casualties are recovered |
| 2 | 1 in 4 casualties from each unit are recovered |
| 3-4 | 1 in 3 casualties from each unit are recovered |
| 5-6 | 1 in 2 casualties from each unit are recovered |

CHARACTERS

Characters are an important part of the force and their fate makes a big difference to its battlefield potency. Characters falling as casualties during the game may be recovered in a similar way to units, though each character must make a separate D6 roll.

2D6	Wound	Recovery Time	Penalty Recovering	Whilst	Permanent Effects
2	Severe Arm Wound	Remainder of campaign season	out of action		Amputation. May not use shield. WS-2.
3	Light Arm Wound	1 turn	WS-3, S-2		None
4	Critical Head Wound	Remainder of campaign season	out of action		Int-2, Cl-2, Ld-1
5	Severe Head Wound	3 turns	out of action		Int-1
6	Light Head Wound	2 turns	W-1, WS-2, BS-2, Int-1		None
7	Superficial Head Wound	1 turn	W-1, WS-1, BS-1		None
8	Light Body Wound	2 turns	S-1, T-1, W-1		None
9	Severe Body Wound	3 turns	out of action		T-1
10	Critical Body Wound	Remainder of campaign season	out of action		T-2, S-1, W-1
11	Light Leg Wound	1 turn	M x ½		None
12	Severe Leg Wound	Remainder of campaign season	out of action		Crippled, M x ½

D6 Character's Fate

- 1 Dead
- 2-3 Wounded but rescued from the battlefield by friendly troops. Roll to determine his wounds using the *Wound Chart*.
- 4-5 Lies unhurt but unconscious on the battlefield. If his side is victorious, or if the result is a draw, he recovers automatically at the end of the game. If his side is beaten he will be captured by the enemy.
- 6 Although lightly wounded he manages to escape permanent harm and avoids his enemies. The character makes a full and immediate recovery and rejoins his force.

Roll 2D6 and consult the wound chart below to determine the effect of wounds on surviving characters. The result indicates:

Wound	The nature of the wound
Recovery Time	The time, in campaign turns, taken for the wound to heal. Some wounds cannot be recovered until the end of the current season as indicated
Penalty whilst Recovering	The penalty applied to the character during the recovery. If a battle is fought during the recovery time of the wound, this penalty will apply. A result of <i>out of action</i> indicates the character may not participate in any battle during the recovery time.
Permanent	The penalty applied to the character after the above penalty no longer applies.

BATTLEFIELD DAMAGE

Any loss of *wounds* or any other characteristic during the battle is immediately made good once the battle is over. Similarly, wizards recover their full power levels.

Magic Items that are one time use are recharged. Standards are not regained if lost to the enemy or during rout. Standards left on the battlefield automatically fall to the winning side. In the event of a draw they are lost.

ROUTERS

A unit which routs from the table during the game, or which is routing when the game ends, cannot recover casualties it has lost during the battle.

Characters who rout from the battlefield can be recovered exactly like other characters - there is no additional penalty other than personal humiliation!

BOOTY

Booty can be taken during the battle by capturing an enemy standard, but most booty is taken after the battle once the enemy has retreated.

If a defeated force abandons its baggage, war engines or war altar, these are automatically captured by the enemy. Captured baggage is added to the victorious force's own baggage train: the usual limit of 6 baggage points per banner applies and any surfeit is lost. Captured war engines may be used by their captors if they have sufficient spare crewmen to man them. Otherwise, all captured war engines and war altars remain with the force as part of its baggage train and are automatically sent back to the capital at the end of the season.

Standards captured in battle, or taken from the field at the end of the battle, are also added to the baggage. They remain with the army until the end of the campaign season when they are transferred to the capital.

PRISONERS

Character models taken prisoner after being discovered lying wounded on the battlefield are added to the

victorious force's baggage train. A captive's weapons and equipment, including any magic items, are lost or destroyed immediately. Prisoners are carted about in chains until they are recaptured along with the baggage, or until the end of the campaign season when they are transferred to some deep dungeon in their enemy's capital.

A player may elect to execute any prisoners during his turn. However, because characters are naturally favoured individuals, any attempt to slay them may well precipitate unforeseen events almost certainly leading to their escape. If electing to execute a character roll a D6.



D6 Character Execution Result

- 1 Character overpowers guards and escapes by means of heroic subterfuge, spectacular swordplay, and unrivalled bravado. The character immediately rejoins the nearest friendly force. His equipment has been lost, but he may be provided with a hand weapon, light armour and shield without cost.
- 2 Character escapes by feigning illness, slipping past his guards and leaving his enemy's camp dressed as a serving woman, leper, or beggar. The character immediately rejoins the nearest friendly force as for 1.
- 3 Character escapes by bribing the executioner to substitute his body or fake his death. Abandoned and destitute, the character makes his way towards his capital, reaching it at the end of the campaign season.
- 4 Character's execution is stayed at the last moment due to evil omens, portents of doom, and other irrefutable indications of divine disfavour. The character remains a prisoner.
- 5-6 Character fails to come up with a convincing plan of escape and is duly executed by his captors.

THE CAMPAIGN WORLD

The world created by you using the map tiles may be thought of as either part of the Warhammer Old World or as a completely different fantasy world that shares the Warhammer background and creatures.

This section of the rule book introduces some of the different Warhammer races into the game. Up to now we have assumed that all races (Men, Elves, Dwarfs, etc) behave in much the same way. In fact this is not the case at all, each has its own weaknesses and its own strengths as well as unique abilities. These rules can be used if you are playing Mighty Empires as a self-contained strategic fantasy board game, but they are especially appropriate for players using Mighty Empires in conjunction with Warhammer Fantasy Battle. Players are free to select the race of their Empire, and there is no reason why several players cannot have the same race.

☠ RACIAL RULES ☠

Up until now we have not differentiated between the abilities of different races to march, live off the land, or scout. In fact we have assumed that the players all rule over empires of men. These racial rules allow other creatures to benefit from their natural talents.

If players choose armies from Warhammer Armies a banner may include creatures of different races, such as Snotlings and Trolls in an Orc and Goblin force. Even though these creatures are of a different race, the racial rules apply to the entire banner.

Allied and/or mercenary banners, may be subject to different rules than their friends/employers. Where players are using allies or mercenaries this potential difference must be borne in mind.

UNDEAD

Undead do not require subsistence, and any baggage they acquire is automatically destroyed. An Undead banner cannot suffer depletion from subsistence shortfall, but it may suffer depletion due to magical instability instead. The physical existence of Undead is precarious as they are affected by a form of *instability* that gradually destroys their animating magic. Khemri Tomb Lord armies are immune to this effect.

Each Undead banner tests in the subsistence phase to see if it is affected by magical instability. On the D6 score of a 6 the banner is affected and suffers depletion exactly as for a normal subsistence shortfall.

If a tile is occupied by more than 1 banner, the magic drain on the environment is stronger, so the chance of suffering loss is greater. If 2 banners occupy the same tile, either will suffer depletion on the score of a 5 or 6. If 3 banners occupy the same tile, any will be depleted

on the score of 4, 5 or 6. If a tile is occupied by more than 3 banners, each suffers depletion automatically.

An Undead banner chosen from Warhammer Armies must always include at least one Liche, Necromancer or Vampire. If it does not then it is immediately destroyed.

Wizards need to exert their entire magical potential just to keep what troops they have intact. This means it is not possible to summon further undead in between battles. However, spells of summoning can still be cast during tabletop battles. Undead summoned in this way are added to the banner's strength from that time on. However, as instability rules also apply during tabletop battles, it is unlikely that a wizard will be able to increase the size of his force by very much. In any case, normal restrictions apply to the maximum number of units that make up a banner (ie 7). The creation of new units may therefore necessitate forming new banners together with a Necromancer, Liche or Vampire. If this is not possible then one or more units must be given up.

Undead have three different cultures of empire that they may be: Necromancers, Vampire Counts, and Khemri Tomb Kings. Each of these have differences in the way they are played. All Undead, however, add +1 to any recovery rolls for table top losses. Only half of the empires heroes are "undead controlling"



NECROMANCER EMPIRES

Empires of this sort usually revolve around a powerful Necromancer and his apprentices or large covens of these evil spell casters. The table top armies follow the "Necromancer's Army" rules from the Vampire Counts army lists. While these armies do not suffer the rivalry and animosity of the Vampire Counts, the Necromancers hold on their troops is more tenuous. Undead of all types do not require subsistence and any baggage they acquire is destroyed. While they don't suffer from subsistence short fall they can be affected by a form of instability. Every banner must have at least one Necromancer. If it does not then it is immediately destroyed, unless it has a Wight Lord who may return the army to the capital ONLY. If the army is engaged in combat again before reaching the capital, it is destroyed.

During each subsistence phase each banner must test for instability. On a D6 score of 6 it is affected and loses troops in the same way as subsistence shortfall. If a tile is occupied by more than one banner the chance of instability is greater. So if two banners are in a tile they suffer shortfall on 5 or 6. If three banners are in a tile they suffer short fall on 4, 5, or 6. If more than 3 banners are in a tile shortfall is automatic. Banners do not suffer from instability while in a Necropolis tile.



VAMPIRE COUNTS

These empires representing the Vampires in the pantheon of Undeath are loose confederations of the different bloodlines. The table top armies may field any of the bloodlines unique armies, but in separate banners only. The common bond among the bloodlines is not thicker than water. If a force consisting of different bloodlines is attacking or defending then the player must nominate one banner as the main body force that is attacking or defending. The other banners may or may not aid the banner of the different bloodline. Roll D6 on 1 or 2 the banner does nothing, on 4, 5, or 6 the banner will add its strength to the force as normal. The exception to this are the Strigoi they will not aid nor be aided by the other bloodlines. On the table top if the controlling leadership of one bloodline is killed then the other bloodline commander may attempt to take control of the others troops. On a D6 roll of 4, 5, or 6 he is successful, otherwise the troops follow the regular rules for losing their commander. Whenever a new banner is created determine its bloodline: D6 roll of 1 is Strigoi (no subsistence needed), 2-3 Roll D6 1-2 Blood Dragons (+1 Battle Modifier) or 3-6 Von Carstein, 4-5 Lahmian, 6 Necarch (two spells per equinox if banner is in capital). Every banner must have at least one Vampire or Necromancer. If it does not then it is immediately destroyed, unless it has a Wight Lord who may return the army to the capital ONLY. If the army is engaged in combat again before reaching the capital, it is destroyed. Most Vampire Counts armies use baggage like other armies, even though they use large amounts of undead, there still is a large enough presence of living troops to necessitate baggage, not to mention the fresh blood needed by these dark lords.

KHEMRI TOMB LORDS

A unique empire consisting of Mummy lords and Liche Priests with vast undead armies. While they suffer neither from instability or from the dissension of the Vampire Counts, their hatred of the living makes them attack and raze any settlement they encounter. Treat all settlements found by scouts as independent. Any settlements razed may be recovered as normal and may become part of the Khemri Empire. Khemri banners do not use or collect baggage. Khemri also may not participate in the diplomacy or espionage phase. Empires sending agents, assassins, etc., do so at -1 to their result roll. Khemri banners may add +1 to their roll to awake the dead at a Necropolis.

UNDEAD EXPERIENCED CHARACTER TRAITS

Resurrect: Any character in your army who was "slain", you may try to resurrect with their experience intact. This works on a 4+.

Blood Line Power: (Vampire Counts ONLY) add one power for half points cost during the next recruitment phase.

Power up magic: wizard gains one extra power dice.

Note: spell casters/vampires only gain these skills.

UNDEAD TEMPLES

See the rules for Necropolis's.

DWARFS

Dwarfs build their homes in the mountains, often tunnelling deep into the stone to fashion whole underground cities. Dwarfs also build conventional dwellings, but they retain a strong association with mining, stone working and mountains.

A Dwarf force is more likely to find a route through mountains than other races. When making a route roll across mountains, a force of Dwarfs adds +1 to its scouting dice roll.

A Dwarf settlement in a mountain tile will include numerous tunnels and caverns cut into the rock. These enable the Dwarfs to withstand the most persistent siege. In this situation defending Dwarf casualties sustained as a result of an assault are always halved. Any battery roll made against a Dwarf mountain settlement suffers a -2 modifier so that a roll of 1-4 has no effect, a 5 causes only minor damage (+1 assault bonus) and a 6 causes major damage (+2 assault bonus).

Dwarfs are also very proud, loyal and persistent. No Dwarf settlement of any kind or in any location can be *betrayed* as a result of a starvation roll unless it includes mercenary or allied banners. No Dwarf settlement will surrender as a result of starvation unless the opposing besiegers are also Dwarfs.

Dwarf Miners may only use their tunnelling ability if fighting in the Dwarf empire's tiles.

DWARF EXPERIENCED CHARACTER TRAITS

Ancestral Heirloom: Gain a 25 point rune for free for this character. If character is killed, the rune is lost.

Tunnel Fighter: Character is used to fighting in confined spaces and fight better. Character gets +1 WS and +1A if fighting inside a terrain piece.

DWARF TEMPLES

Dwarf temples contain many Dwarf magic items. These may be used by the player. Each Temple will provide D6x25 points of magic items per year. These may be taken in the winter season. Also, these are fortresses in their own right and acts as fortresses in respects to combat.



HIGH ELVES

Although the High Elves themselves are not a maritime race, their close cousins and associates the Sea Elves are masters of the craft. High Elf armies include many Elves of this race, and their sailing craft are always manned by Sea Elf crews. Elven craft always out sail their enemy, and so may always bring enemy ships to battle if they wish. Elven fleets always add +1 to their naval engagement score when fighting enemy ships. All Harbours also have a Naval Academy.

High Elves are also amongst the most powerful magicians in the world. During the Equinox Magic phases of Spring and Autumn High Elves may cast 2 spells from their capital rather than 1. A banner must still occupy the capital at the appropriate times.

HIGH ELF EXPERIENCED CHARACTER TRAITS

Shadow Walker: Your character is adept at walking in shadows and sneaking up on the enemy, he may infiltrate as a Shadow warrior if on foot.

Eagle Eyes: Character's sight is exceptionally keen. You gain 6" to the range of any ranged weapons.

Dodge: you move so quickly that you can get out the way of incoming attacks. You gain a Dodge a successful hit on a 5+. If you wear heavy armour or are mounted you can only dodge on a 6+.

HIGH ELF TEMPLES

The temples of the Elves are the sanctuaries of powerful Elven priest hoods. Constant ritual ensures that the tile containing the temple is immune from the effects of any kind of magic and Dragonrage. Such things flow around the region of the temple leaving it unharmed. For this reason, important Elf cities are often provided with a great temple. High Elves may build temples more cheaply than any other race. If built in a city tile, a High Elf temple will only cost 5 gold crowns to construct.

WOOD ELVES

Wood Elves are naturally attuned to woodland living and may therefore derive subsistence from a tile containing a wood. An otherwise unsettled wooded tile provides 1 subsistence point for Wood Elves. If the tile has a settlement, normal subsistence applies. Wood Elves may even forage for 1 point of subsistence in a razed tile that contains a wood.



WOOD ELF EXPERIENCED CHARACTER TRAITS

Beastmaster: Your hero feels an affinity for the animals. Roll a D6 1-3 he befriends 3 fighting birds of prey, 4-6 he befriends a wildcat.

Quick Shot: Character may fire twice per turn as long as you don't move.

Eagle Eyes: Character's sight is exceptionally keen. You gain 6" to the range of any ranged weapons.

WOOD ELF TEMPLES

Wood Elf temples are hidden in the leafy glades of the deepest forests. For each temple, the empire gains D6x100 points of Wardancers, Wizards or Scouts at the outset of each campaign season. Roll for this force in the recruitment phase, and place a banner representing them on the temple tile at the start of the campaign season. This force disappears at the end of the campaign season - roll again during the next recruitment phase. Temple troops don't accumulate from season to season. The number available is always random and varies from year to year.

Special restrictions: Solitude and contact with the wild aspect of nature is required for the rituals, so temples can only be founded in wooded or barren tiles.

DARK ELVES

When Dark Elf scouts discover a "friendly" settlement, there is a 50% chance that the Dark Elves will still attack. Treat the attacked settlement as Independent.

Dark Elves being master spell casters may roll twice and choose the better spell during each Equinox.

The Adepts of Khaine are unrivalled assassins, and thus Dark Elves get 2 assassins per gold during the Espionage phase.

The Black Arks and Sea Monster navy of the Dark Elves is a powerful foe upon the seas. They always outsail their enemy and may choose to bring ships to battle and also gain +1 to their Naval Engagement roll. Also, all Harbour cities have a Naval Academy.

DARK ELF EXPERIENCED CHARACTER TRAITS

Unreasonable Hatred: Your character hates everyone and everything that moves on the world; and wants to kill them all very slowly. Your character *hates* all opponents.

Parry: One enemy per turn loses one h-t-h attack against you, as you skilfully parry their attacks.

Dodge: you move so quickly that you can get out the way of incoming attacks. You gain a Dodge a successful hit on a 5+. If you wear heavy armour or are mounted you can only dodge on a 6+.

Deadly Accurate: You are expert at hitting the enemy in such a way as to cause permanent damage. Any character you take down in HtH combat has -1 to their injury rolls.

DARK ELF TEMPLES

The temple-fortresses of the Witch Elves are terrible sanctuaries dedicated to Khaine, lord of blood and slaughter. At the start of each campaign seas on the empire gains D6x100 points of Witch Elves, Assassins or Witches from each temple. Roll for this force in the recruitment phase, and place a banner representing them on the temple tile at the start of the campaign season. The force disappears at the end of the campaign season and you roll again during the next recruitment phase. The temple troops aren't accumulated from season to season - the number available is always random and varies from year to year.

Special restrictions: Deep subterranean caverns are required for Witch Elf rituals, so temples are never built in river valley tiles where deep caverns would be flooded.



ORCS AND GOBLINS

Goblinoids require subsistence just like Men, Elves and other creatures. Unlike these other creatures, goblinoids are cannibalistic. As supplies run out, the smallest end up on the tables of their larger cousins. The loss in points value of troops from subsistence shortfall is therefore doubled for these creatures.

Players using tabletop armies must take these losses from Snotlings or Goblins so long as there are Orcs and Trolls in the banner. Alternatively, if a force has enemy character prisoners, these may be eaten rather than the player's own troops. As food, prisoners are worth their basic points value for their level and race.

Goblinoids are hardy creatures with astonishing powers of endurance. They can march for days at a time and can cover ground very quickly, but may lose many of their troops as stragglers or through exhaustion.

Goblinoid Waaa-Magic is granted by their gods, thus do not cast Equinox Magic.

A goblinoid force moving into a tile without precipitating a battle or siege may attempt to scout and move again - this is called a forced march. In order to make a forced march further subsistence must be provided immediately for the entire force. This additional subsistence may come from either from the occupied tile or from baggage exactly as normal. If subsistence cannot be provided a forced march move is not allowed. If the force successfully scouts an adjacent tile it must move into it regardless of what settlements or barren areas it contains. This represents the fact that the force has no time to put out proper outriders to investigate the local territory and so may stumble across enemy forces or hostile territory and be unable to avoid it.

Losses sustained due to forced marching are deducted from amongst each affected banner. Players using tabletop armies may select which models they wish to lose - the cannibal rule which applies to subsistence shortfall does not apply to forced marching.

D6	Effect of Forced March
1	Lose D6x50 points value of troops from the banner
2	Lose D6x20 points value of troops from the banner
3	Lose D6x10 points value of troops from the banner
4	Lose D6x5 points value of troops from the banner.
5 or 6	No effect. The force survives its gruelling march without sustaining further casualties.

ORC & GOBLIN EXPERIENCED CHARACTER TRAITS

Fearsome Leader: Any units within 12" may choose to re-roll animosity results.



Strongman: Hero is so strong that he can wield a sword as easily as others would wield a toothpick. You may ignore the normal penalties of striking last with a double handed weapon. This may not be used in conjunction with a magic weapon.

ORC & GOBLIN TEMPLES

Orc and Goblin temples usually take the form of Waa-Totems that act as a focus for gatherings of Orc and Goblin tribes in temporary alliance massing for an Orc holy war. At the start of each campaign season D6x200 points of Orcs and Goblins gather at the waa-totem and are available for the army of the Orc empire. Roll for this force in the recruitment phase and place a banner representing them on the totem tile at the start of the campaign season. The force disappears at the end of the campaign season roll again during the next recruitment phase. Orc troops do not accumulate from season to season; the number available is always random and varies from year to year.

Special restrictions: Orc/Goblin temples have no defensive value at all, they do not count as fortresses in the same way as other temples.

SKAVEN

The empires of Men, Elves and most other creatures consist of a network of cities, fortresses and villages. Skaven on the other hand can only live from the ruins of other race's civilisations. This makes Skaven completely different to other troops.

Skaven may subsist by foraging in the normal way within their own realm. The capital and its six

surrounding tiles represent a major base of operations such as the fabled city of Skavenblight. Skaven cannot subsist in any other tile unless it contains a settlement which has been razed. However, unlike other races, Skaven may subsist in a razed tile, drawing 1 subsistence point in the same way as other races subsist from a village. Note that regardless of the type of razed settlement 1 subsistence point can be drawn.

A Skaven player will be forced to raze any settlement he captures in order to survive. This will yield baggage in the normal way, as well as allowing Skaven to subsist in the razed tile. Tiles razed in the previous campaign season will recover subject to the normal over winter recovery test.

Skaven may collect normal revenue from their own realm and any unrazed settlements in their empire. Any razed settlements provide 1 point of revenue. Any sized settlements provide 1 point of revenue. In a Skaven Empire razed settlements are still considered to be part of the empire - so it is important to leave territory markers in place. Skaven banners may trace a route over these razed areas when they retire to Winter Quarters. If forced to retire over razed tiles which are not part of their empire Skaven banners are obliged to make a Winter Retreat just like any other race. This is because areas razed by them are in fact riddled with underground tunnels, food hoards, and other sub-surface supply sources which are unusable or undetectable by other forces.

SKAVEN EXPERIENCED CHARACTER TRAITS

Lucky for Some: For every wound your character takes roll a D6, on a 5+ the wound may be given to any friendly model within 4", as your character happens to duck at the last second or happens to turn his head just in time.

Knife-Fighter: You possess an incredible skill with thrown missiles. You can throw up to 3 knives or throwing stars in your shooting phase. This may not be combined with Quick Shot. This skill also allows you to take knives or stars at a cost of 1 point.

Tunnel Fighter: You are used to fighting in confined spaces and fight better. You get +1 WS and +1A if fighting inside a terrain piece.

SKAVEN TEMPLES

A Skaven temple is a subterranean warren where dark sacrifices are offered to the dreaded Horned Rat - the unutterably sinister god of the Skaven. The temples are protected by many Skaven, especially Warlocks and Seers.

The temple provides D6x100 points of Skaven Warlocks/Seers at the start of each campaign season plus D6x100 points of other Skaven troops. Note that these troops return to their temple at the end of each year, so they never accumulate, and the total number of temple troops varies from year to year.



LIZARDMEN

Due to their nature and swamp/jungle dwelling experience Lizardmen armies gain +1 to route rolls over rivers.

Slann Mage-Priests are extraordinary spell casters and can cast 2 spells per equinox, and may roll 3 times and choose best 2. Lizardmen armies have -1 to winter retreat rolls and ½ bonuses for winter events.

Banners with Slann priests may use each other's scouts for moving, even if not in the same hex.

LIZARDMEN EXPERIENCED CHARACTER TRAITS

See the Future: Character can read signs in the sky, and knows how to decipher ancient plaques. This character can re-roll one dice per game as he knows what will happen and can be better prepared.

Quick Shot: You may fire twice per turn as long as you don't move.

Divine Protection: Your character has great faith in his god and is under his god's protection. Your hero gains a natural dispel. Any spell affecting him or unit he is with may add +1 to the dispel roll when the dispel roll is attempted.

LIZARDMEN TEMPLES

Lizardman temples are great pyramids erected for funeral and religious purposes. Each campaign season the player may generate D6x100 of temple guards, etc., for that season only, non-cumulative.

Special Restriction: Lizardman Temples may only be built in the capital or cities.

CHAOS

The dark hosts of the Chaos powers rarely band together, though when they do they shake the foundations of the world.

The realm of the empire is actual Chaos wastes of the world. Here the player may field daemons as part of his defensive forces (ie the unoccupied realm forces) Any lands belonging to the empire are considered part of the Chaos Wastes and daemoniac troops may be present. One exception to this is besieged tiles may have daemoniac forces after the first turn of the siege. The player may field any of the forces of Chaos, Khornate Legions, Beastman Armies, Tzeentchian Hosts, Undivided Glory of Chaos Armies, etc. Banners of opposing powers may not occupy the same tile. If they are forced to they destroy each other and are removed from the map. Due to the nature of these armies any settlements found by them may be attacked and razed regardless. If a "friendly" settlement is found there is a chance that it will be considered Independent. On a D6 roll of 1 or 2 the settlement is friendly and may join the empire, on 3, 4, 5, or 6 it is Independent. Any independent settlements that are defeated must be razed. These razed settlements can be recovered as normal and become part of the Chaos empire. Beastman banners can get one point of subsistence in wooded tiles. Chaos Banners may move into Chaos Voids normally. and Sorcerers may spend a turn to conjure demons. Roll D6:

1-2	Sorcerer sucked into the void and lost
3	Nothing happens
4	Summon 1d6x50 pts of daemons
5	Summon 1d6x100 pts of daemons
6	Summon 2d6x100 pts of daemons

CHAOS EXPERIENCED CHARACTER TRAITS

Automatic Chaos Reward.

In addition to regular experience gained by characters they gain a Chaos Reward for every 10 experience gained. In addition and on top of the regular experience points that can be gained the following also give Chaos Characters Experience or Victory points.

+9 for slaying a greater daemon of another power

Khorne: +5 for slaying a wizard, +1 for slaying a slaying a Slaanesh follower, +9 for slaying a Slaanesh Champion, +2 for slaying any other chaos champion

Slaanesh: +1 Slaying an enemy via magic, +1 for slaying a Khorne follower, +9 for slaying a Khorne Champion, +5 Slaying an enemy via Acquiescence or Beam of Slaanesh spells.

Nurgle: +1 infecting an enemy with a disease other than Nurgle's Rot, +5 Infecting an enemy with Nurgle's Rot, +1 slaying a follower of Tzeentch, +9 slaying a champion of Tzeentch

Tzeentch: +1 slaying a follower of Nurgle, +9 slaying a champion of Nurgle, +1 Slaying an enemy using Transformation spell, double experience points for the battle for slaying an enemy General.

CHAOS TEMPLES

Chaos temples act as a focus for gatherings of various Chaos creatures. At the start of each campaign season D6x100 points of Beastmen, Centaurs, Minotaurs or Chaos Creatures gather at the temple and are available for the Chaos army. Roll for this force in the recruitment phase, and place a banner representing them on the temple tile at the start of the campaign season. This force disappears at the end of the campaign season and you roll again during the next recruitment phase. The temple troops aren't accumulated from season to season; the number available is always random and varies from year to year.

Special restrictions: Temples of Chaos are only founded in barren tiles where sufficient wasteland exists to harbour Beastmen and other creatures of Chaos.

CHAOS DWARFS

CHAOS DWARF EXPERIENCED CHARACTER TRAITS

Slavemaster: The character's cruelty knows no bounds. He is a master at controlling the goblinoids under his command. Any goblinoid units within 12" of your character may re-roll failed break tests.

Deadly Accurate: You are expert at hitting the enemy in such a way as to cause permanent damage. Any character you take down in HTH combat has -1 to their injury rolls.

Strongman: You are so strong that you can wield a sword as easily as others would wield a toothpick. You may ignore the normal penalties of striking last with a double handed weapon. This may not be used in conjunction with a magic weapon.

CHAOS DWARF TEMPLES

Chaos Dwarf culture is based on slavery and the founding of a "temple" will give the player D6x200 points of goblinoid troops per season non-cumulative, from the slave pits.



EMPIRE

The Empire is the yard stick for which the Mighty Empires rules were developed. There are no special rules that effects it.

EMPIRE EXPERIENCED CHARACTER TRAITS

Inventor (Non-Knight Heroes only): Your character is skilled at maintaining and improving war machines and other weapons. After each season you may try and improve the strength or range of one missile weapon or war machine. This works on a D6 roll of 5+. You may add +1 S (max 10) or +6" to the range. You may only improve each weapon once.

Deadly Accurate: You are expert at hitting the enemy in such a way as to cause permanent damage. Any character you take down in HtH combat has -1 to their injury rolls.

Divine Protection: Your character has great faith in his god (whether this is Sigmar, Ulric, Myrmidia, etc) and he is under his god's protection. Your hero gains a natural dispel. Any spell affecting him or unit he is with may add +1 to the dispel roll when the dispel roll is attempted.

EMPIRE TEMPLTES

The Empire boasts many monastery fortresses for knights who belong to one of the Empires Orders such as the Knights Panther, the White Wolves, and the Knights of the Blazing Sun. Once the temple is founded, the order will recruit and train knights at its own expense. The money is raised from the populace by means of tithes and pious donations and costs the imperial treasury nothing. The Empire does however gain D6x100 points of knights to augment the army during each campaign season for as long as the temple remains active.

Roll for this force in the recruitment phase and place a banner representing them on the temple tile at the start of the campaign season. The force disappears at the end of the campaign season and you roll again during the next recruitment phase. Temple troops do not accumulate from season to season; the number available is always random and varies from year to year. The temple counts exactly like a fortress if attacked.

BRETTONIANS

The feudal nature of Bretonnia gives rise to certain differences from the Empire. The player must honour all agreements. During the espionage phase, Assassins, Saboteurs, or Spies may not be used. When defending a tile with a settlement, Bretonnians may gather peasantry to help defend...roll on table below: If the points roll equal to or greater than 170, player takes the Green Knight for the battle; other points (or if less than 170pts, all points) must be rank and file peasantry units (bowmen, men at arms, squires); at the end of the

battle, ½ of the remaining peasantry troops may be kept by the banner.

D6	Village	Fortress	City	Capital
1	None	None	None	D6x10
2	None	D6x10	D6x20	D6x20
3	D6x10	D6x20	D6x20	D6x20
4	D6x10	D6x20	D6x20	D6x30
5	D6x20	D6x30	D6x30	D6x30
6	D6x30	D6x50	D6x50	D6x50

When Bretonnians find a temple there is a 50% chance it is a Grail Temple. If a Grail Temple is found by a Bretonnian banner, all Questing Knights become Grail Knights, and any Knight characters get the Grail Virtue (superceding Knight/Questing virtue); temple is then removed from the tile.

BRETTONNIAN EXPERIENCED CHARACTER TRAITS

Natural Hero: If any other friendly character in 6" is killed on a D6 roll of 6, with a brilliant display of heroics your hero saves his life. The saved warrior remains in play with 1 wound.

Parry: One enemy per turn loses one h-t-h attack against you, as you skilfully parry their attacks.

Divine Protection: Character has great faith in his Lady, he is under his god's protection. Your hero gains a natural dispel. Any spell affecting him or unit he is with may add +1 to the dispel roll when the dispel roll is attempted.

BRETTONNIAN TEMPLTES

The temples of Bretonnia are in reality fortress monasteries for knights belonging in one of the holy orders of Bretonnian chivalry. Once the Temple is founded, the order will recruit and train knights at its own expense. The money is raised from the populace by means of tithes and pious donations and costs The Imperial Treasury nothing. The empire does, however, gain D6x100 points of knights to augment the army during each campaign season for as long as the temple remains active.

Roll for this force in the recruitment phase, and place a banner representing it on the temple tile. at the start of the campaign season. This force disappears at the end of the campaign season and you roll again during the next recruitment phase. You don't keep accumulating temple troops from season to season. The number available is always random and varies from year to year. The Temple counts exactly like a fortress if attacked.

Special restrictions: Bretonnian knightly orders require solitude and opportunities for heroic quests. Consequently their temples are only ever founded in barren tiles, usually in wild frontier regions.

DOGS OF WAR/TILEAN/ESTALIAN

Empires of this sort are loose confederations of city states, principalities, and republics. A hot bed of intrigue, science, the arts, world exploration, and mercenaries. Table top armies use the Dogs of War list. During each espionage phase the player may purchase two operatives for the price of one and may mix the types. ie one crown for one agent and one saboteur.

DOGS OF WAR EXPERIENCED CHARACTER TRAITS

Grizzled Veteran: This character has seen it all before. Nothing in battle holds any worry for him. Your hero is immune to psychology.

Deadly Accurate: This character is a expert at hitting the enemy in such a way as to cause permanent damage. Any character you take down in hth combat has -1 to their injury rolls.

Parry: One enemy per turn loses one h-t-h attack against you, as you skillfully parry their attacks.

DOGS OF WAR TEMPLES

Not necessarily a temple but many aspects of Tilean society. The player may pay 2 crowns to roll D6 on the following Patronage Chart:

1	Pike unit worth 250 points For one season Non cumulative
2	Engineer (use Imperial Engineer) worth 55 points For one season non cumulative
3-4	Trade Caravan returns gain extra D6 crowns plus one magic item worth up to 50 pts
5	Innovative Tactics +1 to combat resolution for that campaign season
6	Fleet improvements either +1 to naval resolution for a campaign season or one free ship

NAMES

Although it is possible to use the Mighty Empires game without creating any further details, most players will want to invent names for their characters and cities, and for geographical features within their empire. You may want to use the map for many campaign seasons, in which case it is well worth making the effort to do this. It's very little trouble at all, and adds considerably to the sense of realism in the campaign.

PLACE NAMES

Place names not only add character to the game, they are useful sources of reference. You can invent names of your own, or you can borrow from history or fiction if you prefer. Alliteratively, the following charts can be used to give you a name which you can either use as it is, or change as required to suit your own idea of the

language in your empire.

We have constructed charts for the major races covered by Warhammer Armies. The practical limitations of time and space prevent us providing a list for every creature - but there's nothing to stop you making up your own. To use these charts you will need a D20.

The name charts contain two or three columns. Each column represents a name element in that particular language. Most names have two elements, generated by rolling on column 1 first and then column 2. Some names have a third element as indicated by an instruction to reroll. Elven names often have 3 elements, generated by rolling on columns 1, 2 and 3 in turn. Chaos is not represented directly as the followers of Chaos come from many races and so speak a variety of tongues. A Chaos player may choose any of the charts.

Chart 1 - Dwarf place names		
D20	Element 1	Element 2
1	Alabrin	adum
2	Aman	adol
3	Askul	afor
4	Bal	agun
5	Brok	agrim
6	Buk	akarak
7	Dun	alin
8	Dur	aluk
9	Dwor	athol
10	Forbrin	amenak
11	Con	ban
12	Ithrag	dor
13	Kar	dum
14	Karaz	kai
15	Kul	killuk
16	Mun	krag
17	Narga	lum
18	Olo	mun
19	Tar	tor
20	Thor	ungol

Note that Dwarf name often form two distinct parts separated by a hyphen (Dun-Krag), or the initial 'a' of the second element may be separated in the same way (Ithrag-a-Dum and Mun-a-Thol).



Chart 2 - Elven place names

D20	Element 1	Element 2	Element 3
1	Ath	a	anwe
2	Brim	an	anfel
3	Cir	at	ar
4	Con	ath	ath
5	Dor	brod	del
6	Ethil	dia	don
7	El	dor	dor
8	Elo	en	gost
9	End	fin	in
10	For	for	lun
11	Gith	gol	mar
12	Glor	in	nost
13	Hir	lor	or
14	In	mar	ost
15	Lor	ol	oth
16	Loth	rol	rond
17	Nim	sor	tor
18	Ra	than	uen
19	Sor	thiel	und
20	Than	-	-

Elf place names commonly have three elements, but may have two as indicated by the blank spaces in columns 2 and 3.

Chart 3 - Black Speech

Place names as used by goblinoids, Skaven and as alternatives by Dark Elves

D20	Element 1	Element 2
1	Ash	bad
2	Bran	blod
3	Bog	bul
4	Bug	burg
5	Dhak	dor
6	Drog	gabab
7	Durth	ghul
8	Gor	gog
9	Grag	goth
10	Grim	grod
11	Karg	rot
12	Mor	run
13	Nar	shak
14	Narg	slag
15	Naz	thang
16	Thor	ungol
17	Uth	waz
18	Uz	Reroll and add element from column 1
19	Zod	Reroll and add element from column 2
20	Zog	Reroll and add element from column 3

Chart 4 - Empire human place names

D20	Element 1	Element 2
1	Alten	archen
2	Bel	bruk
3	Bur	burg
4	Cor	dorf
5	Dun	dorn
6	Dar	feld
7	Ein	felt
8	Gran	grad
9	Hel	heim
10	Lin	holm
11	Magden	howe
12	Mar	ten
13	Mund	mar
14	Neu	mark
15	Nor	meir
16	Riec	mund
17	Ver	port
18	Vol	stad
19	Wald	voltan
20	Wasten	Reroll and add random third element from this column

Chart 5 - Bretonnian Human Place Names

D20	Element 1	Element 2
1	Ais	ais
2	Beau	aisle
3	Bai	brun
4	Cor	bur
5	Deu	del
6	Donn	dinon
7	Fonten	fel
8	Gren	for
9	Hois	grande
10	Lil	grois
11	Ly	gris
12	Mars	lanque
13	Mon	mais
14	Na	nuon
15	Par	non
16	Reil	ois
17	Sien	puir
18	Sur	quel
19	Tour	rienne
20	Vers	Reroll and add random third element from this column

Chart 6 - Personal name endings					
D20	Human	Elf	Dwarf	Black Speech	Skaven
1	amy	andar	bar	bad	gleam
2	ard	andril	bard	bag	glister
3	bec	anel	gar	blad	gloss
4	bert	are	gin	bref	gore
5	bod	bane	gorf	bug	paw
6	court	deorn	gorm	but	nail
7	dam	ellion	grim	gag	scitter
8	den	endil	grom	gar	scritch
9	grim	fin	i	gol	skin
10	Iy	galiei	in	grot	sniff
11	man	huir	it	grud	snitch
12	oc	ien	kon	hog	snout
13	red	il	lin	i	squitter
14	rew	ir	Iok	lud	stare
15	son	irel	min	lug	tail
16	tal	irlan	ok	nok	tick
17	ter	mor	ori	rat	twitch
18	ton	nor	ril	rot	tweak
19	wel	nwaen	rin	ruk	whisker
20	win	wing	und	zog	witter

PERSONAL NAMES

Personal names for heroes and wizards can be generated by choosing the number of elements and generating them randomly from the charts in the same way as a place name. The final element of the name should be generated from the special personal name ending chart given below. A truly random method is to generate the number of elements and the column to roll on as shown below. First choose whether the name is short, normal or long - typical races are indicated on the charts. Chaos names can be generated from any chart the player chooses.

PERSONAL TITLES

Heroes and wizards have the titles given for their level in Warhammer Armies. You may also like to add a title suitable for the creature's race, and a christian name too if you wish. A Dwarf hero could be Hold Master *Guthri* Kulbard *Longbeard*, for example. These further details are left to the players to devise, and can be based on the metal model (longhorn, flatnose, bigteeth, etc) or a deed performed by the character in your campaign (Orc Slayer, Despoiler, Stunty Squasher, etc).

Normal length names: Humans and Dwarfs				
D6	Number of elements	Generate column	element	from
1	1	1		
2	2	1 + personal end		
3	2	1 + personal end		
4	2	2 + personal end		
5	3	1 + 2 + personal end		
6	4	1 + 1 + 2 + personal end		

Short names: Goblinoids and Skaven				
D6	Number of elements	Generate column	element	from
1	1	1		
2	1	2		
3	1	Personal end		
4	2	1 + personal end		
5	2	2 + personal end		
6	2	1 + 2		

Long names: Elves				
D6	Number of elements	Generate column	element	from
1	2	1 + personal end		
2	2	2 + personal end		
3	3	1 + 1 + personal end		
4	3	1 + 2 + personal end		
5	3	1 + 3 + personal end		
6	4	1 + 2 + 3 + personal end		



CAMPAIGN CHRONICLES

The object of the long term Warhammer campaign is to provide a constant source of interesting Warhammer Fantasy battles. Your campaign may serve you for many months, or even years, during which time players may drop out or join in, and territory may change hands several times. No-one could hope to remember all of these details, so it will be necessary for one player to record events. This record forms the constantly growing *Campaign Chronicles*, a catalogue of battles, territorial gains, and other events.

At the beginning of the campaign one of the players is given the role of *campaign recorder*. He will need a large ledger, a loose leaf ring-binder, or some other suitable book to record what happens.

THE CAMPAIGN CALENDAR

The chronicles form a diary of everything that happens in your campaign. Although you won't necessarily write an entry for every turn, you will need to organise a calendar system. On the most simple level you can start with year 1, campaign season, turn 1, and continue with turn 2, 3, etc up to the winter season. Then note what happens over winter under the title 'Winter Season' and start again with year 2. This will give you a perfectly adequate, but rather uninspiring means of recording what happens and when.



INVENTING A CALENDAR

If you prefer, you can record events using your own calendar system. It is easy to invent a calendar, and even easier to borrow one from the pages of popular fiction. You may like to use the system described here, or you can use it as the basis for inventing your own.

Year Names: Each year is given a name based on an animal. There are ten names. Once the cycle is completed it begins again:

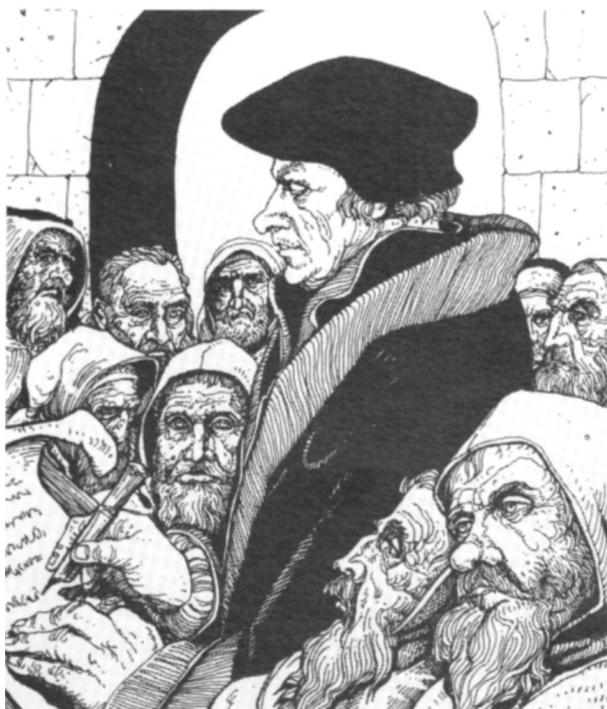
Bear	Fox
Cat	Griffon
Dog	Hydra
Dragon	Lion
Eagle	Tiger

Cycle Names: Each cycle of ten names has an associated adjective made up by the campaign recorder. These go before the year name, i.e Leaping Tiger, Red Eagle, Fiery Bear, Dark Fox, etc. Other examples include:

Screaming	Fighting
Dancing	Grim / Gaunt
Dire	Destroying

Turns: Each campaign turn equals a month. If you assume the year begins with the Spring Equinox, the months can be expressed in the format, '1st month of the year of the Mad Hydra.

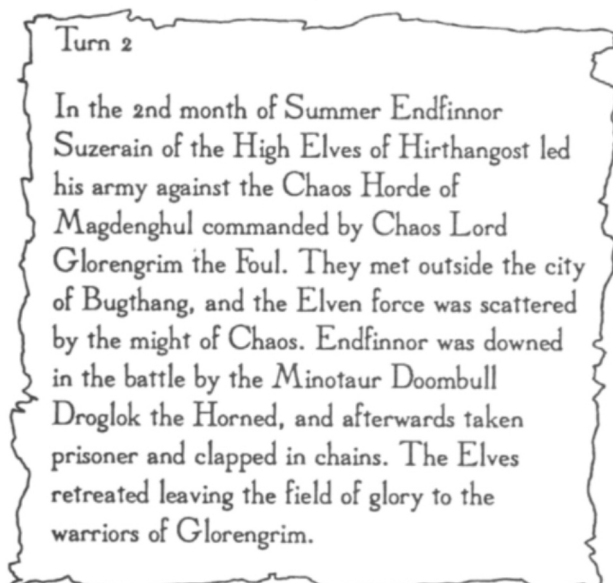
Winter: Events during the winter season can be recorded under a general heading of 'Winter'. You can randomly assign events to specific months if you wish.



RECORDING WHAT HAPPENS

To begin the campaign chronicles write the name of the year across the page. Then indicate the season in the left hand margin. Indicate the campaign turn (or month) and record any events that happen during the first turn under this heading. Then indicate the next turn in the left hand margin again, and record events for the new turn, and so on.

The recorder can note down whatever details he thinks fit. Some turns may not justify an entry at all. Battles should always be included together with details of who fought, where, when and which side won. It is also worth recording anything interesting that happens in a battle, such as the death of a hero or valiant action by a special unit. A typical entry might read as follows:



An interesting option is to allow the winner to write up his own account of the battle in the style of his race. So, the entry for an Orc victory would read very differently from that of an Elven triumph. Players are not obliged to be truthful in their accounts - it is the victor's privilege to write history! The campaign recorder can always add a scribal comment if he thinks the account a little too spectacular.

Other occasions worthy of a mention might include interesting moves on the map (long marches, defence of mountain passes, etc) sieges (in which players can be encouraged to swap insulting messages for posterity) disasters following loss of baggage, areas which have been razed, and anything you think interesting. Winter happenings can be recorded too, especially diplomatic missions, attempted assassinations, natural disasters, and brief details of forces built up over the winter.

KEEPING THE CHRONICLES GOING

If the campaign recorder is not present to witness a battle, one of the players (usually the victor) should keep notes and write the battle up on the recorder's behalf. Any bias on behalf of either the players or the recorder is perfectly in keeping with the spirit of the campaign. Players should be encouraged to sing their own praises, ridicule their enemies, remind their foes of past defeats, and generally further their own interests by means of the chronicles.

Once the winter season is over, the campaign recorder may wish to hand the job over to another Player. Being the recorder is fun, but it is also quite demanding and it is only fair that all of the regular players should be prepared to take their turn. Changing recorders also ensures that the record is constantly but inconsistently biased.

MULTI PLAYER GAMES

The Mighty Empires set provides you with sufficient counters and pieces to organise and run Warhammer campaigns with three players. However, the game has been designed as an open ended system and there is no reason why all of the players in your gaming group should not take part in your campaign.

EXTRA PLAYERS

Extra players can be easily incorporated into your Mighty Empires games, by allowing them to take on the role of individual army commanders in charge of one or more banners. One player should be nominated as the Empire's ruler, in charge of overall strategy, with the additional players representing their favourite personalities and characters.

ADDITIONAL GAME SETS

Mighty Empires can also be played on a massive scale by the addition of more game sets.

Using Mighty Empires in this way enables you to create a truly epic campaign with enormous landscapes to explore and conquer.

MIGHTY EMPIRES



WIZARDS TOWER
075101/1



SKELETON ARMY
BANNER
075101/7



NECROPOLIS
075101/6



BRIDGE 1
075101/2



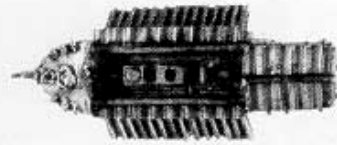
BRIDGE 2
075101/3



COMPLETE PIRATE SHIP

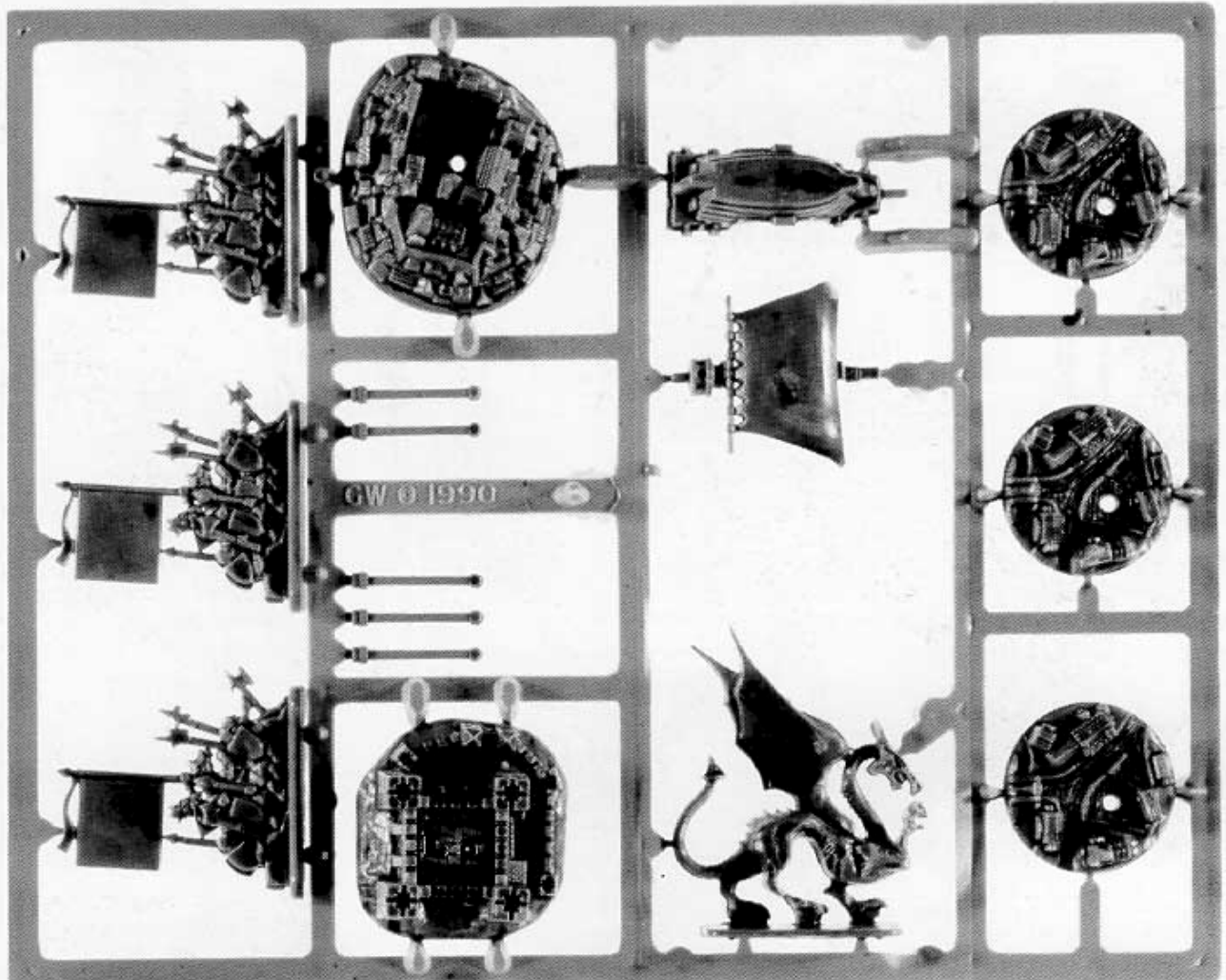


PIRATE SHIP SAIL
075101/5



PIRATE SHIP HULL
075101/4

THE COMPLETE PIRATE SHIP CONSISTS OF:
1 x PIRATE SHIP SAIL
1 x PIRATE SHIP HULL



MIGHTY EMPIRES SPRUE
127016

Minatures supplied unpainted. **WARNING.** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
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CITADEL
MINIATURES

Designed by the Citadel Design Team

REALM AND ARMY CHARTS

Settlement Chart				
2D6	Lowland	Highland	River Valley	Coastline
2	Barren	Barren	Barren	Barren
3	Barren	Barren	Barren	Barren
4	Barren	Barren	Barren	Barren
5	Barren	Barren	Village	Barren
6	Village	Barren	Village	Barren
7	Village	Barren	Village	Village
8	Village	Village	Village	Village
9	Fortress	Village	Fortress	Village
10	Fortress	Fortress	City	Fortress
11	City	Fortress	City	City
12	City	City	City	City

Harbour Chart	
D6	Ship Counters
1	None
2-4	1
5	2
6	3

The Realm's Army					
For each	Roll points	Possible Points	Average Points	Special Units	Rare Units
Capital	5D6x100	500-3000	1750	2	1
City	2D6x100	200-1200	700	1	1 per 2
Fortress	1D6x100	100-600	350	1 per 2	1 per 3
Village	1D6x100	100-600	350	1 per 6	n/a

Hero Availability Chart				
For Each	Unit Champions	Heroes	Army Standard Bearers	Lords
Capital	3	2	2	2
City	2	1	1	1
Fortress	2	1	1	n/a
Village	1 per 2	n/a	n/a	n/a

Subsistence Value Chart	
Type of Tile	Subsistence Value
Capital	4
Other City	2
Fortress	1
Village	1
Barren	0

Subsistence Shortfall Chart	
D6	Effect of Subsistence Shortfall
1	Lose D6x50 points value of troops from the banner.
2	Lose D6x20 points value of troops from the banner.
3	Lose D6x10 points value of troops from the banner.
4	Lose D6x5 points value of troops from the banner.
5-6	No effect. The army somehow manages to subsist by means of rigorous economies and much belt-tightening.

SCOUTING CHARTS

LOWLAND AND COASTAL TILES	
2D6	Result
2	Barren. The tile is barren. Place your territory marker in it.
3	Event. The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
4	Fortress. If the roll is double 2 the fortress resists the invader. See <i>Independent Settlements</i> . Place a fortress model with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
5	Village. The tile is fertile and inhabited by friendly people who quickly submit to your enlightened rule. Place a village model with your own flag in the tile.
6	Village. If the dice roll is double 3 the inhabitants of the tile resist your presence. See <i>Independent Settlements</i> . Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
7	Barren. The tile is barren. Place your territory marker in it.
8	Village. If the dice roll is a double 4 the inhabitants of the tile resist your presence. See <i>Independent Settlements</i> . Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
9	Village. The tile is fertile and inhabited by people who quickly submit to your enlightened rule. Place a village with your own flag in the tile.
10	City. If the dice roll is a double 5 the inhabitants resist your presence. See <i>Independent Settlements</i> . Place a city counter with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
11	Event. The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
12	Barren. The tile is barren. Place your territory marker in it.

HIGHLAND TILES	
2D6	Result
2	Barren. The tile is barren. Place your territory marker in it.
3	Event. The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
4	Fortress. If the roll is double 2 the fortress resists the invader. See <i>Independent Settlements</i> . Place a fortress counter with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
5	Barren. The tile is barren. Place your territory marker in it.
6	Village. If the roll is double 3 the village resists the invader. See <i>Independent Settlements</i> . Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
7	Barren. The tile is barren. Place your territory marker in it.
8	Village. If the roll is double 4 the village resists the invader. See <i>Independent Settlements</i> . Place a village with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
9	Barren. The tile is barren. Place your territory marker in it.
10	City. If the roll is double 5 the city resists the invader. See <i>Independent Settlements</i> . Place a city with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
11	Event. The scouting force meets with an unexpected event and cannot complete its mission. Roll on the <i>Event Chart</i> .
12	Barren. The tile is barren. Place your territory marker in it.

RIVER VALLEY TILES	
2D6	Result
2	Barren. The tile is barren. Place your territory marker in the tile.
3	Event. The scouting force meets with an unexpected event which prevents it from accomplishing its mission. Roll on the <i>Event Chart</i> and abide by the result.
4	Fortress. If the roll is double 2 the fortress resists the invader. See <i>Independent Settlements</i> . Place a fortress with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
5	Village. The tile is fertile and inhabited by mild-mannered people who quickly submit to your enlightened rule. Place a village with your own coloured flag in the tile.
6	Village. If the roll is double 3 the village resists the invader. See <i>Independent Settlements</i> . Place a village with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
7	Village. The tile is fertile and inhabited by people who quickly submit to your enlightened rule. Place a village with your own flag in the tile.
8	Village. If the roll is double 4 the village resists the invader. See <i>Independent Settlements</i> . Place a village with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
9	Village. The tile is fertile and inhabited by people who quickly submit to your enlightened rule. Place a village with your own flag in the tile.
10	City. If the roll is double 5 the city resists the invader. See <i>Independent Settlements</i> . Place a city with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
11	Event. The scouting force meets with an unexpected event which prevents it from accomplishing its mission. Roll on the <i>Event Chart</i> and abide by the result.
12	Barren. The tile is barren. Place your territory marker in the tile.

Scouting Event Chart	
2D6	Event
2	Mass desertion among the ranks places the troops in severe disarray. Each banner in the force loses D6x50 points of troops in the same way as for subsistence shortfall.
3	Mutiny! The troops are paralysed by momentary unrest. No banner in the force may move this turn and may not scout or move in its following turn.
4	The army's supplies go rotten on the march. Each banner in the force loses 1 baggage point from its baggage. If a banner has no baggage, consult the Subsistence Shortfall Chart.
5	Sickness sweeps the army incapacitating the force for a short while. Each banner in the force loses D6x10 points value of troops in the same way as for a subsistence shortfall.
6	The army is forced to a halt by localised storms. The force's scouts remain in their waterlogged tents waiting for a break in the weather. The force may not move this turn.
7	Due to an unfortunate breakdown in communications, the army's scouts head off in the wrong direction. Nominate a tile side as 1 and number the remaining sides 2 to 6 clockwise. Roll a D6. The scouts will scout in the tile indicated by the dice roll. Roll again on the scouting charts. Assuming the tile is successfully scouted, the force may choose to move into it or not in the same way as normal.
8	The scouts are ambushed by bandits and fail to return. The scouted tile remains unknown and the force is unable to move into that tile this turn.
9	The scouts encounter a merchant convoy carrying food and supplies. The scouts abandon their scouting mission in order to redirect the convoy into the force's baggage. The tile remains unknown but the scouts return carrying D6 extra points of baggage back to the force.
10	The scouts encounter a mercenary band. Roll a D6. On a roll of 1-4 they succeed in recruiting D6x20 points of troops (WFB uses Dogs of War units). On a roll of 5-6 they are brutally slaughtered by the mercenaries and are never seen again. Whatever the result of the encounter the tile remains unknown and the force cannot move into it this turn.
11+	If the tile is a lowland, river valley or coastal tile ignore a result of 11 and roll again on this chart instead. If the result is 12, or if the tile is a highland tile on a result of 11 or 12, the scouts discover a <i>Dragons Lair</i> and retreat without scouting the tile. The force is therefore unable to move into the tile this turn. Furthermore, the scouts may have disturbed the sleeping dragons. Roll a D6. On a result of 1-3 the dragons are not woken and there is no further effect. On a result of 4-6 D6+1 dragons are woken and emerge from their lair to lay waste to the countryside (see <i>Winter Events</i> for details of dragon attacks).

Independent Realms Race Chart		
2D6	Race/Army	Types
2	Lizardmen	Elves:
3	Orcs & Goblins	1-2 High, 3-4 Wood, 5-6 Dark
4	Dwarf	
5	Brettonian	Undead:
6	Elves (roll for type)	1-4 Vampire, 5-6 Khemri
7	Empire	
8	Other Human	Chaos:
9	Undead (roll for type)	1-2 Beastmen or undivided
10	Dogs of War	3 Slaanesh, 4 Khorne
11	Skaven	5 Tzeentch
12	Chaos (roll for type)	6 Nurgle

SCOUT SKIRMISH CHART	
D6	Result
1	Enemy outriders spot the scouts and drive them away. The contents of the enemy's force remain unknown. Unfortunately, one of the scouts is captured and forced to reveal details of his own side's force. The player must tell the enemy the total points value of all banners in his force.
2	Enemy outriders spot the scouts and drive them away. The contents of the enemy's force remains unknown.
3	Enemy pickets drive the scouts away before they can gain much information. The approximate size of the enemy's force has been revealed. The enemy player must reveal the total points value of the force. He does not have to give further details.
4	The scouts succeed in driving away the enemy's pickets and manage to get a good idea of the size and strength of his force. The enemy player must reveal the individual points value of every banner in the force, and provide a detailed contents list of one banner nominated by the player. This can be achieved by showing the relevant section of the army sheet.
5-6	The scouts avoid contact with the enemy and compile a thorough report of his forces. The enemy player must provide a detailed contents list of his entire force. This is achieved by showing the player the relevant banners on his army sheet.

Wilderness Location Chart				
Lowland	Coastal	River	Highland	D100
01-50	01-50	01-50	01-50	Nothing
51-55	51-55	51-55	51-55	Ruined City/Tomb
56-60	56-60	56-60	56-60	Necropolis
61-65	61-65	61-65	61-70	Wizard's Tower
-	-	-	71-75	Mine
66-70	66-70	66-70	76-80	Temple/Stone Circle
71-75	71-75	71-75	81-85	Trading Post
-	76	-	86-87	Volcano
-	-	76-78	-	Flash Flood
76-79	77-78	79-80	-	Lornalim Forest
80-82	-	81-83	88-89	Crystal Forest
83-84	79-81	84-86	-	Bog Oak Forest
85	82-83	87	90	Coven
86-87	84-85	88-89	91	Brigand Territory
-	86-88	-	-	Promethean Lair
-	89-90	90	-	Norse Raiders
88-90	-	-	-	Chaos Horde
91-94	91-94	91-94	92-94	Brewery
95-96	95-96	95-96	95-96	Black Tower
97-98	97-98	97-98	97-98	Mystic Fountain
99	99	99	99	Great Hoard
00	00	00	00	Wyrmfather

Bandit Table	
D6	Result
1	The Bandits are a force of monsters, roll on the Monster Table.
2	The bandit force attacks you in an ambush, destroying all baggage and killing D6+1x50 points of troops.
3-4	The bandits steal all your baggage before running away and hiding.
5	The bandits make no attempt to hinder the banner.
6	The bandits are of the same race as the banner and are impressed by your martial prowess. Gain 2D6x50 points of troops.

Monster Table

An event that leads to a confrontation should be fought as normal, with one of the other players (decided by tossing a coin, rolling a die, or fighting) taking control of the other army. If the monsters are the same race as the banner they will only attack on a D6 roll of a 1 or 2. The Monster army is worth 3D6x100 points.

D6 Result

- 1 Long legged beasties with tentacles and stuff. `Orrible! Banner is destroyed!
- 2 Mind numbing and horrifying creatures of Chaos (i.e. made entirely from Monsters who will attack everybody!)
- 3 Short but mean Chaos Dwarfs.
- 4 Weirdly grotesque and gratuitously violent Chaos followers!
- 5 Sinister and cruel Dark Elves!
- 6 Brutal, marauding Orcs!

Coven Reaction Chart**D6 Result**

- 1-3 The coven is an insidious cult, opposed to everything your empire stands for. As your banner approaches they flee, spreading dissent and committing treason in the surrounding area. Roll a D6 for each settlement within 2 hexes. On a 1 or 2 they are corrupted by the coven and become independent. A capital and its realm will never heed the lies of the zealots and is not affected.
- 4-6 The coven is a secluded sect from your own society. They greet your banner with suspicion, but soon realize they have the same ideals and join up. You gain D3x100 points to spend on a new unit for the banner. They must be an appropriate troop type, such as Dwarf Slayers, Elven Wardancers, Sword Masters of Hoeth or Empire Flagellants.

Mines Chart**D6 Result**

- 1 The mine has been worked out and is exhausted of minerals. Roll on the *Disused Mines Chart*. Dwarfs are such expert miners and prospectors that they stand more chance of finding something. For this reason, they re-roll this result if they wish. Dwarfs may re-roll on this chart or on the *Disused Mines Chart* instead.
- 2-4 The mine has a rich vein of base metals such as iron, copper and tin. These are useful for trade and the manufacture of weapons and armour. The ore can be traded or used to make weapons and armour. This generates two gold crowns revenue each year.
- 5 The mine has a rich vein of precious metals such as gold and silver. These can be used to mint currency increasing the revenue of the realm. If you still retain control of this tile in the winter season you can claim a revenue of three gold crowns each year.
- 6 Very precious or rare minerals were being mined here, roll on the *Rare Mine Chart*.

Rare Mine Chart**D6 Result**

- 1 The mineshaft caves in on the unfortunate scouts. Lose D6x10 points from the banner to represent those slain by the rockfall.
- 2-3 A rich vein of precious gems such as diamonds, amethysts, sapphires and similar precious stones is found. This treasure can be used to increase revenue. In the winter season, if you still retain control of this tile, you can work the mine, claiming a revenue of D6 gold crowns from the mining settlement each year.
- 4-5 Meteoric Iron. This exceptionally hard metal can be used to forge magical weapons. In the winter season, if you still retain control of this tile, you can work the mine. This allows you to choose a single magic item for your army each year, made from minerals obtained from the mine. Each item is worth D6x20 points. Dwarves may construct two such items.
- 6 Warpstone. The mine is an ancient ruined Skaven mine, or was abandoned in horror when the former miners struck warpstone. Skaven discoverers or forces of Chaos can use the warpstone to forge magic items. Other races suffer a loss of D6x10 points due to the corrosive effects of warpstone and immediately block up the mine tunnels for good (remove the mine from the tile). In the winter season, Skaven or Chaos forces who still retain control of this tile can work the mine. This allows them to D6x20 points of magic items for their army each year, made from the warpstone.

Disused Mine Chart

D6	Result
1-3	The mine is totally exhausted and the workings are in a dangerous state of disrepair. The mineshaft caves in on the scouts: lose D6x10 points from the banner to represent those slain by the rockfall. Because Dwarfs are such expert miners and prospectors they are allowed to re-roll this result.
4	The mine is actually the entrance to a Dwarf Hold! Roll a further D6 and on a score of 1-4 the Hold is ruined, so roll on the Old Skaven Labyrinth Chart for discoveries. On 5 or 6 the complex is still inhabited and counts as an independent fortress of Dwarfs.
5	The mine is actually the entrance to a Skaven labyrinth. Roll again. On a D6 score of 1-4 it is in ruins so roll on the Old Skaven Labyrinth Chart for discoveries. On a score of 5 or 6, it is a Skaven den and counts as an independent fortress of Skaven.
6	The mine tunnels are infested with Cave Trolls or Night Goblins. D6x100 points of these can be recruited by Orc or Goblin armies or Chaos armies. Other forces lose D6x10 points representing scouts eaten by Trolls or bushwhacked by Goblins.

Old Skaven Labyrinth Chart

D6	Result
1-2	Skavenslave breeding facility. Skaven players may add D6x100 points of Skavenslaves to their army. All other players are immediately attacked by D6x100 points of Skavenslaves led by champions.
3	Skaven Research Lab. You have found a cache of Skaven created magic items. You may add D6x25 points of magic items to your army. Good aligned players must roll a D6. On 1-3 the items are too evil to be used and the army destroys them.
4	Ancient Skaven feeding ground. Undead players may immediately add a banner of 2D6x100 points of Skeletons to their army.
5	Ancient Skaven Temple. Skaven players may 'pray' once each revenue phase. They receive D6-2 crowns to add to their coffers. Place a temple in the tile. All other players will destroy the temple and receive D4-2 gold crowns during the next revenue phase only.
6	Ancient Skaven Stronghold. Skaven and chaos players may immediately place a fortress in this tile. Other players may immediately place a ruined fortress in this tile.

Necropolis Summon Reinforcement Chart

D6	Result
1-2	The dead refuse to awake no reinforcements are gained.
3-4	D6x50 points of undead arise and join the player's force (Core units only).
5-6	2D6x50 points of undead arise and join the player's force (any units except Lords).

Norse Raider Chart

D6	Result
1-4	The frothing Norsemen, legendary fighters and mercenaries, attack you with no provocation (except for the fact that you are there and they are Norse). The Banner loses D6x100 points in the battle before they take to their ships. Place a Norse longship on the tile. It will move up and down the coast/river in a similar way to pirates, treat then as the same.
5-6	The Norse ignore you and return to Norsca in D6 campaign turns, or at the start of the Winter season, whichever is sooner.

Promethean Lair Reaction Chart

D6	Result
1-3	The denizens swarm into the fleet and destroy it totally.
4-5	The denizens destroy several ships, any banners being carried lose D6x100 points each.
6	The attack is fended off and one of the monsters is killed. If ever the number of monsters falls to zero the hex reverts to a normal barren tile.

NECROPOLIS SEARCH CHART

2D6 Result

- 2 **Fabulous Treasure.** The searchers uncover a fabulously rich tomb containing jewels, gold coins, and countless other treasures. The treasure is added to the force's baggage train and may be added to the Empire's coffers on the army's return to Winter Quarters. Should the force carrying the treasure be destroyed by an enemy force the treasure is captured along with other baggage. If the army is destroyed in some other way the treasure is lost. Make note of which particular banner is carrying the treasure. The treasure is worth 3D6 Crowns added to the Empire's revenue.
- 3 **Hero's Tomb.** The searchers find the tomb of a long dead hero. The hero's war gear includes a magical weapon worth D6x20 points and magical armour worth D6x20 points. Players with tabletop armies may select items to the value indicated from Warhammer Armies. Other players add the value indicated to their banner.
- 4 **Necropolis Map.** The searchers find a carved slab upon which is inscribed a map of the necropolis. A copy of the map is made and returned to the army's camp. Although of no value in itself the map enables searchers to find their way into and out of the necropolis. During subsequent searches the player may add or subtract 1 from the Search Chart dice score, enabling searchers to avoid the worst perils and, hopefully, to find the most valuable treasures.
- 5 **Vast Hoard.** The searchers discover a hoard of gold and silver in a deep vault in the depths of the necropolis. The tunnel entrance is narrow and unsafe, but the quantity of treasure is virtually without limit. The player rolls a D6, if the score is a 6 the tunnel collapses and the treasure is sealed up forever. If the tunnel does not collapse the player may remove D3 Crowns of treasure. The searchers may continue to return to the hoard in following turns by-passing the normal 2D6 search roll. Every time the player attempts to remove treasure from the Vast Hoard a test must be made to determine if the vault collapses. Once the vault has collapsed no further treasure may be removed. Treasure is carried in the force's baggage train and added to the Empire's revenue in the same way as the *Fabulous Treasure* described above.
- 6 **Cursed Treasure.** The searchers find a sealed tomb containing gold and silver objects of ancient and mysterious origin. This treasure is worth D6 Crowns and may be added to the baggage train and carried to the Empire's coffers as described for Fabulous Treasure. However, the tomb was cursed and a strange sickness descends upon the force. The force loses D10x10 points of troops at the start of every following turn. The only way to lift the curse is to leave the map tile containing the Necropolis; once the force has left the tile the curse is lifted. Players with tabletop armies must remove casualties in the form of character models where possible.
- 7 **Return Empty Handed.** Several tombs are plundered but most have been robbed in the distant past and the remainder contain nothing of value or interest. The searchers return to camp empty handed but grateful to be alive and unharmed.
- 8 **Massive Collapse.** A large section of the Necropolis collapses, trapping or slaying many searchers and driving the rest away empty handed. The force loses D6x20 points of troops. Where tabletop armies are used casualties are chosen by the player in the same way as casualties suffered by subsistence shortfall.
- 9 **Haunting Terror.** The search party returns to camp in a state of abject terror, reporting tales of haunted tombs, frenzied zombies, and other horrors. The searchers refuse to re-enter the tombs and the entire army becomes so restless and agitated that the force is compelled to retreat from the tile in exactly the same way as if it had been beaten in battle.
- 10 **Necromancer's Tomb.** A search party stumbles through a secret door. As they grope their way along the dark and filthy passageway they realise they are in the tomb of a Necromancer, and that the recesses and anterooms to either side contain hundreds of dead warriors. Fortunately the skeleton army appears completely inert, and the party succeeds in entering the throne room of the Necromancer himself. The throne room contains endless riches and magical treasures, but to touch any of them would be to risk awakening the Necromancer. The tomb robbers are now faced with an uneasy choice. If the player decides to remove an item from the tomb he rolls a dice on the chart below. If the dice score between 1 and 5 the party removes the item or items indicated. The player may now elect to leave the chamber or take another item. The player continues in this way until a 6 is rolled when the Necromancer is woken up. He instantly destroys the search party and reclaims any treasures they have already taken. Rousing his army of undead skeleton warriors from their deathly slumbers, the Necromancer leads his horde out of the Necropolis and attacks the player's forces as described for 12 below.

D6 Result

- 1 A magical weapon worth D6x50 points
- 2 One or more suits of magical armour worth D6x50 points
- 3 Magical standards or instruments worth D6x50 points
- 4 Magical scrolls worth D6x50 points
- 5 A magical ring worth D6x50 points
- 6 The Necromancer wakes!

Players with tabletop armies may select appropriate magical weapons, armour, etc from Warhammer Armies. Other players add the value indicated to their banner.

- 11 **Tomb Rats.** The searchers stumble upon a palatial cavern housing untold millions of carnivorous tomb rats. The rats flood from the tomb devouring the searchers and immediately head towards army itself. The great swarm of rodents envelops the entire army, overrunning the encampment and consuming everything in its path. Each banner in the force loses D6x50 points of troops and the entire force must retreat out of the tile as if it had been beaten in battle. If unable to retreat the force loses a further D6x50 points of troops before the rats finally stop attacking. In addition the force loses all of its baggage including prisoners, captured standards, captured war machines and anything else held with the baggage train.
- 12 **Eruption of the Undead.** The searchers stumble across the tomb of a long dead Necromancer and inadvertently rouse him. The Necromancer leads his horde of undead warriors out of the Necropolis and attacks the player's forces. The resulting battle may be resolved by the Mighty Empires battle rules or by a tabletop game using Warhammer Fantasy Battle. The Necromancer's force consists of 4D6x200 points of troops and is represented by one or more metal Undead Banner models (a banner represents between 500 and 1500 points of troops). If a tabletop battle is to be fought then the undead army can be chosen by another player from the Warhammer Armies Undead list. If the undead force is beaten or the battle is drawn the entire undead force is removed from the tile, the Necromancer and his army returning to the necropolis. In the event of a draw or Necromancer victory the player's force is retreated exactly as after a normal battle.

If the Undead win then the undead force is not removed but remains in play and continues to move around the map each turn. At the start of each campaign turn, and before any of the players have their own turns, the Necromancer's force is moved one tile in a random direction. The force does not have to scout, but it is susceptible to the magical instability rule for undead (on the roll of a 6 the force suffers normal subsistence shortfall). As the undead move into undefended settlements they automatically raze them. Independent settlements must be fought in exactly the same way as normal as these settlements may in fact harbour small armies. Every time the undead force razes a village or fortress it grows in size by D6x20 points as the local inhabitants join its ranks. Every time the force razes a city it grows in size by D6x100 points. If the undead move into a tile containing a player's forces a battle or siege is fought as normal. The undead force continues rampaging through the countryside in this way until it is destroyed or leaves the map area altogether. 10% of the force is comprised of Magic artefacts which a player defeating the Undead army can add to their banners. The undead force will also collect any magic items from players it defeats.

RUINED CITY/TOMB TABLE

D6 Result

- 1 This isolated tomb is the last remaining monument to some long forgotten hero or great warrior-lord. Over countless years it has been inhabited by foul monsters. Roll on the Monster Table to determine the inhabitants, these will attack the banner automatically.
- 2 The vast ruins of this ancient metropolis harbour a large and well established band of bandits. Toll on the Bandit table to see what they do.
- 3 The tomb is empty of treasure, but is infested by disease carrying rats. Any non-Skaven banners in the hex loses D6x50 points of troops.
- 4 The tomb has been desecrated and robbed by a long succession of treasure hunters and gold diggers and contains nothing but the dead.
- 5 The Tomb belongs to some long perished commander of an aeons old empire, who is but now only known by the inscriptions on his sarcophagus. The designs on the walls of the mausoleum are actually a large map showing the locations of D6 more tombs. To find out where they are, nominate one tile edge as '1' and number them clockwise. Roll 1D6 for each tomb to find the direction, and another 2D6 to find the distance in hexes. Roll on the Tomb table when these tombs are explored.
- 6 There is something peculiar about this place, roll on this table:

D6 Result

- 1 Dragons' Lair. See the Dragonrage section of the Mighty Empires rulebook for details.
- 2-3 The area is actually the upper reaches of an old Dwarf Hold, which is still inhabited! Place an independent Fortress on the Hex and treat as normal
- 4-5 The ruined city conceals a huge underground fortress, buried for millennia under debris and rubble. It acts as a fortress from now on.
- 6 The Tomb contains an entrance to an underground highway, which leads 2D6 hexes in a random direction. Banners may move along the highway at double normal rate, and do not need to scout. At the far end of the highway will be another Ruined city/Tomb.

TOMB TABLE

D6 Result

- 1 As the scouts enter the unblemished tomb a deep resounding voice booms out, "Who doth dare to disturb my slumber, who has not been woken for centuries!" With these words a terrible curse is laid upon the banner. At the start of each campaign turn the banner loses D6x50 points to terrible disease and starvation. Any baggage it carries is destroyed and the only way to reverse the process is to visit the mages at your capital or a Mystic Fountain location. If they do not do this before the Winter season, the remainder are assumed to perish on the journey home.
- 2-3 The tomb has been looted and is devoid of anything except the ancient hieroglyphics on the walls and floor.
- 4 The tomb is obviously the final resting place of some great and long-dead artificer, and may contain potent Magic Items. If you are using tabletop forces remember that Magic Items come from the character allowance, and must be carried by a character. This is true of any Magic items found, whatever their source. Roll 1D6:

D6 Result

- 1-2 The tomb has already been looted and is bare.
- 3 D6x50 points of Magic Items
- 4 D6x75 points of Magic Items
- 5 D6x100 points of Magic Items
- 6 D6+1x100 points of Magic Items
- 5 The tomb contains D6x100 points worth of Magic Items and D6 Gold Crowns.
- 6 The tomb contains an ancient black orb, through which a strong willed person may look along the winds of magic and spy out their enemies. The Orb may be used once per campaign season, by the banner's general. Roll 1D6 and look up the result below:

D6 Result

- 1 The Orb possesses the wielder, making them flee northwards to the Chaos wastes. They are lost forever.
- 2-3 The Orb fails to help the character.
- 4 The character may look into any one hex within 2D6 tiles. You may look at the composition of any banner within the tile.
- 5 The character may look into a single hex anywhere in play as result 4.
- 6 The character's strong mind allows him to look into D6 hexes, anywhere in play.

Temple Event Chart**D6 Result**

- 1 **Religious Conversion.** The missionaries from the temple have been well received by your populace. Each banner rolls on Subsistence Shortfall Chart.
- 2 **Holy Pilgrimage.** Pilgrims making a holy journey to shrines or temple disrupt the country side around the temple. Affected tiles keep forces from moving into them, unless a successful route roll is made. Work out which tiles in the same way as for *Dragonrage*.
- 3 **Crusade!** The gods demand that their followers rebuke the infidels. If your empire borders another, then the enemy settlements/territories touching your borders provide no revenue to that player this year. It is spent fighting off the fanatics on their borders.
- 4 **Quiet Prayer.** No event
- 5 **Wayfarers.** Travelling monks or missionaries canvass the nearest Barren tile. Roll on the Wilderness Locations Chart. Anything found is neutral till a force visits the tile.
- 6 **Tithes.** The temple gives your empire D3 crowns. A player may attack a temple with the intention to destroy and sack it. In this case generate 3D6x100 points of troops and the temple itself counts as a fortress with a x3 defensive modifier. If temple troops are outnumbered, they will retreat into their temple and a siege starts. If a tabletop battle takes place the temple troops may be lead by a wizard/shaman/priest/or grandmaster, and the troops are all crack elite/devout troops. A successfully destroyed temple yields 2D6 crowns.

Ruined Temple Event Chart**D6 Result**

- 1 **Nothing** is found, looters long ago removed any valuables.
- 2 **Interesting Relics.** The scouts have found relics with important historical and religious significance empire gains D3 crowns.
- 3 **Collapse!** The ruins crumble and crash down, crushing the scouts. Lose D6x10 points of troops.
- 4 **Desecration.** The god whose temple this was, strikes the force with his might. Each banner in the force losses D6x20 points of troops.
- 5 **Magical Artefact.** The scouts find a magic item worth D6x10.
- 6 **Revelation!** The god of this temple appears and asks that the temple be restored to its former glory. He asks that a temple guard be established to protect it. Force loses D6x50 points of troops to become the new Templars, but the player gains an established Temple.

Ruined Temple Chart

- | | |
|-----|-----------------|
| 1-3 | Religious Order |
| 4-5 | Chaos Temple |
| 6 | Ruined Temple |

Wizards Tower Equinox Magic Chart

- | | |
|-----|----------------------------------|
| 1-3 | No spell is cast that Equinox |
| 4-5 | A standard Equinox spell is cast |
| 6 | An experimental spell is cast |

Experimental Spell Chart**D100 Result**

- 01-05 Disaster!** The spell proves a complete disaster, the wizard and his tower disappear in a tumultuous explosion. the wizard's tower is removed leaving the tile empty.
- 06-30 Flop.** The spell proves largely unsuccessful having only a minor and inconsequential effect. For example, all butter is turned blue, ducks are overheard speaking Bretonnian, every hat in the land disappears, or the entire population sleeps through an entire day.
- 31-55 Minor Beneficial Success.** Improved soil fertility, improved health, a statue turns to gold, or some other comparable event. If Autumn the tile yields an extra D6 crowns of revenue. If Spring stockpile D6 baggage in the tile.
- 56-65 Major Beneficial Success.** Fruit and vegetables grow to gigantic proportions, hens lay golden eggs, the sun shines constantly all year, sickness is banished and invalids returned to full bodily health. If Autumn the empire doubles its total revenue this year. If spring stockpile D6 baggage in every city.
- 66-90 Minor Destructive Effect.** Wells become poisoned, crops shrivel, people sicken, money disappears, milk turns sour, or some other similar calamity occurs. If Autumn the empire loses D6 points of revenue. If Spring the empire loses 1 point of baggage from each of its banners.
- 91-100 Major Destructive Effect.** Buildings are blown apart, people vanish, herds sicken and dies, plagues devastate the land, whole settlements are affected by a slowing of the time, important leaders are turned into frogs or toads, all the gold in the land turns to lead. If Autumn the total revenue of the empire is halved rounding down. If Spring all baggage is removed from the empires forces.

WIZARD'S TOWER REACTION CHART

2D6 Result

- 2 **Joins Army.** The wizard is overjoyed to see you and immediately decides to give up his solitary life and join your forces. The wizard packs his bags, musters his personal retinue, and joins one of your banners. If unable to join a banner because of points limitations (max 1500 points per banner) he then forms a new banner.

The value of the wizard and his personal entourage is 2D6x100 points. If using tabletop forces then you should choose these troops from the Warhammer armies list for your own race. The troops chosen must always include at least one wizard and may include more if you wish. Heroes may be chosen, but must have a lower character level than that of the highest wizard character.

When the wizard leaves his tower it is assumed another wizard is left in charge or a new one takes up residence.

- 3-4 **Provides Troops.** The wizard is keen to derive zoological, botanical, geological, cartographic or other information. He agrees to send a small contingent with your army so that this information can be gathered. This contingent joins your force and fights as part of your army.

The value of the troops sent to accompany you is 2D6x50 points. If using tabletop forces then you should choose these from the Warhammer armies list for your own race. The troops chosen must always include at least one hero or wizard, and may include other characters if desired.

- 5-6 **Magical Item.** The wizard responds to your request for aid by giving your force commander a powerful magic item. This item adds 100 points to the value of your force. If using tabletop forces refer to Warhammer armies and choose a single magic item worth up to 100 points. This item must be given to your general (or the highest ranking character in the banner(s)).

- 7 **Scouts.** The wizard sends a party of scouts to guide you into the next tile. This enables you to scout another tile immediately and (assuming it is successfully scouted) move into the scouted tile immediately if you wish.

- 8 **Provides Information.** The wizard is unwilling to provide material assistance but volunteers to help you to spy out your enemy. The player chooses any 1 enemy force within 12 tiles of the Wizard's tower, and the enemy player must reveal the total points value of the force.

- 9-10 **Ignores Army.** The wizard ignores the army altogether. He is either too preoccupied to pay any attention or is simply unwilling to listen.

- 11 **Challenge.** The wizard is irritated by the presence of your troops and issues a challenge to the most powerful wizard in your force. You may refuse the challenge in which case see result 12 below. If you are using tabletop forces and you do not have a wizard to accept the challenge then see 12 below. Assuming the challenge is met roll a D6.

1-2 Your wizard is defeated and slain.

3-4 Your wizard is defeated and temporarily banished into a limbo like existence in the warp. He is not harmed and returns to your army automatically during the following Winter Season.

5 You succeed in defeating the wizard who withdraws to his tower. There is no further effect.

6 You slay the wizard leaving his tower open for you to plunder as described below (see 12).

If your own wizard is defeated then your force deducts points to represent his loss. If playing without tabletop forces this value can be randomly generated as D6x100 points.

If using tabletop forces you can resolve the battle between the wizards as a straight fight between two duelling wizard models. The enemy wizard is the same magic level as your own and is generated in the normal manner.

- 12 **Attacks!** The wizard resents your presence and gathers his forces to attack you. The wizard's force has a points value of 4D6x100. The conflict can be resolved in the same way as an attack on an independent settlement. If players prefer the wizard's forces may be chosen from any Warhammer armies list to the value indicated, and the battle may be played out as a tabletop wargame; the enemy force must include at least 1 wizard and if it includes heroes these must have a lower character level than that of the commanding wizard.

If the wizard's force wins the battle then your force is moved out of the tile in the same way as a force failing to take a settlement.

If you succeed in defeating the wizard then you may plunder his tower, remove magical items and take supplies. This entitles you to add the items listed below to your force. Players with tabletop forces may choose items from Warhammer armies to the points value indicated.

D6x20 pts. of magical weapons
D6x20 points of magical armour
D6x25 points of magic standards or instruments
D6x25 points of scrolls or rings
D6 baggage points

A player may decide to attack a wizard's tower with the intention of plundering it. If he decides to do this the action is resolved as already described except that if the wizard's forces are outnumbered they will automatically resort to a siege. A wizard's tower counts as a fortress for these purposes (defensive value x3) and the siege is resolved as if it were against an independent settlement. While besieged, no further rolls are made on this chart.

Once it has been plundered, the wizard's tower is destroyed and the tile is once again barren, empty, and ready for future exploration.

MOVEMENT CHARTS

Sea Hazards Chart

D6 Result

- | D6 | Result |
|-----|---|
| 1 | The fleet runs into bad weather while trying to negotiate reefs. It is destroyed completely, along with any banners on board. |
| 2 | The ship runs into problems and catches against the reefs. All baggage is lost and each banner loses D6x100 points. In addition, at the start of each subsequent campaign turn, roll 1D6. On a roll of 1-3 the fleet may not be moved. On a 4+ it has escaped the reefs and may move as normal. Ships that are still stuck when the Winter Season starts are automatically destroyed. |
| 3 | Crew and soldiers are flung over the bulwarks as the ships narrowly miss the rocks and collide with each other. Every banner loses D6x100 points while any baggage carried is lost. |
| 4 | The cargo of the ships is lost as the captains try to lighten their loads by throwing stuff overboard, allowing the ships to pass over the underwater dangers. All baggage is lost. |
| 5-6 | The fleet manages to pass the hazard with no more damage than a few pieces of soiled underwear! |

ROUTE CHART

D6 Result

- | D6 | Result |
|--------|--|
| 1-2 | Failure. No route is found, the force may not move this turn. |
| 3-4 | Perilous Route. A route is uncovered but it is narrow and perilous. If the force moves the player rolls a D6: |
| | D6 Result |
| 1 | Lose D6x50 points of troops per banner in the same way as subsistence shortfall. Also lose all baggage with the force. |
| 2 | Lose D6x20 points of troops per banner in the same way as subsistence shortfalls. Also lose 1 point of baggage per banner. |
| 3 | Lose 1 point of baggage per banner. If the force has insufficient baggage, lose D6x20 points of troops for every banner unable to lose baggage |
| 4 | Lose 1 point of baggage from the entire force. |
| 5 or 6 | Entire force passes through without sustaining losses of troops or baggage. |
| 5-6 | A safe route is found and the force may cross without danger. |

Independent Settlement Army Size
Points Value of Defender

D6	Village	Fortress	City
1	100	200	300
2	200	400	600
3	300	600	900
4	400	800	1200
5	500	900	1500
6	600	1000	1800

BATTLES CHARTS

Strategic Modifier Chart			
ATTACKER'S OPTIONS	DEFENDER'S OPTIONS		
	Counter Attack	Hold	Withdraw
Direct Attack	-2	0	+2
Surprise Attack	0	+1	-1
Flank Attack	+1	-1	0

Battle Result Chart			
Score	Result	Losses in Points	
2 or less	Defender Wins	Defender loses D6x50 points.	
		Attacker loses 100+D6x50 points and is scattered.	
3-5	Defender Wins	Defender loses D6x50 points	
		Attacker loses 50+D6x50 points	
6-8	Draw	Both lose D6x50 points	
9-11	Attacker Wins	Attacker loses D6x50 points	
		Defender loses 50+D6x50 points	
12+	Attacker Wins	Attacker loses D6x50 points	
		Defender loses 100+D6x50 points and is scattered.	

Pursuit Chart

D6 Pursuit Result

- 1 Dispersed.** The defeated forces are driven hard by the pursuers. The defeated force must abandon all of its baggage; tabletop armies also abandon war engines and war altars if they still have them. The defeated force is not allowed to make a route roll to cross mountains or rivers.
- 2 Shadowed.** The victors shadow the retreating force picking off stragglers and isolated groups. The retreating force loses a further D6x50 points of troops. Tabletop armies determine casualties randomly.
- 3 Capture General.** The force loses an additional D6x50 points or, if tabletop armies are used, the victors capture the enemy commander model. If the commander has fallen in battle, test to recover him as a casualty. If alive, he is captured while lying wounded. If the enemy's commander model is dead, one randomly determined character is captured instead.
- 4 Capture Baggage.** The retreating force must abandon its baggage as the pursuers overtake them. If the force has already lost its baggage then this result has no further effect.
- 5 Cover Retreat.** The pursuers follow the retreating force but fail to catch up or inflict further damage.
- 6 Rear Guard.** The pursuers become overstretched and are caught by a small group of rear guard troops, inflicting a serious defeat and ending the pursuit. The pursuers lose D6x50 points of troops. Tabletop army casualties are determined randomly.

COMBAT TABLE

ATTACKER'S STRENGTH IN POINTS

	ATTACKER'S STRENGTH IN POINTS												
	250	500	750	1000	1250	1500	1750	2000	2500	3000	4000	5000	6000
DEFENDER	250	0	+2	+3	+4	+4	+5	+5	+6	+7	+8	+9	+9
	500	-2	0	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9
	750	-3	-1	0	+1	+1	+2	+3	+4	+5	+6	+7	+8
	1000	-4	-2	-1	0	0	+1	+2	+2	+3	+4	+6	+7
	1250	-4	-2	-1	0	0	+1	+2	+2	+3	+5	+5	+6
	1500	-5	-3	-2	-1	0	0	+1	+1	+2	+4	+4	+5
	1750	-5	-4	-3	-2	-1	-1	0	0	+1	+2	+3	+4
	2000	-6	-5	-4	-2	-2	-1	0	0	0	+1	+2	+3
	2500	-7	-6	-5	-3	-2	-1	-1	0	0	0	+1	+2
	3000	-8	-7	-6	-4	-3	-2	-2	-1	0	0	+1	+1
	4000	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	0	+1
	5000	-9	-9	-8	-6	-5	-4	-3	-2	-1	-1	0	0
	6000	-9	-9	-8	-7	-6	-5	-4	-3	-2	-1	-1	0

SIEGES CHARTS

Fortification Defence Value		
Garrison	Multiplier	Maximum
City	x2	3 Banners
Fortress	x3	2 Banners

Assault Battle Resolution				
Score	Result	Losses in points of troops		
Up to 5	Bloody repulse	Defender	loses	D6x50 points
		Attacker	loses	2D6x50 points
6-8	Repulse	Repulse	Defender	loses D6x50 points
		Attacker	loses	D6x50 points
9+	Stormed	Defender	loses	entire garrison
		Attacker	loses	D6x50 points

Battery Result Chart		
D6	Effect	Assault Bonus
1-2	Nothing	0
3-4	Minor damage	+1
5	Major damage	+2
6	Breach	+3

Starvation Chart

D6 Result

1 Betrayal

The settlement is betrayed from within. The garrison is destroyed and the attackers occupy the city/fortress without loss.

2 Surrender

The garrison offers to surrender the settlement in return for safe conduct. If the attacker accepts, the defending force moves out of the tile into an adjoining tile. The tile does not have to belong to the defender's own empire, but routes across mountains and rivers must be scouted as normal. The besiegers occupy the settlement without further loss. The besieging player can refuse the defender's terms, in which case the siege continues.

3 Hardship

The hardships endured by the civilian population mean that the maintenance of defences is neglected. Any further assaults are made with a +1 bonus on the assault chart. A succession of hardship results will increase the bonus by +1 each time.

4+ No effect

The population hardens its resolve and stands firmly by its defenders.

SHIPS AND WAR AT SEA CHARTS



OCEAN WEATHER CHART

D6 Result

- 1-3 **Calm Seas.** The ocean remains calm and the ship successfully moves into the tile without hazard.
- 4 **Becalmed.** The winds fail leaving the ship stranded in the sea tile. The ship may only move out of the tile again by rolling a 6 at the beginning of a subsequent turn. If the ship is unable to move out if the sea tile before the end of the year it is lost.
- 5 **Strong Winds.** Strong seasonal winds carry the ship way off course. Nominate each tile edge as 1 to 6 and roll a D6. The ship is immediately moved into the map tile indicated. If the ship is moved off the map playing area then the ship is swept away and lost.
- 6 **Storm.** The ship is overtaken by storms. Roll a D6:
- 1 Ship capsizes and is lost.
 - 2 Ship loses rigging and drifts around on the currents. The ship may only move at the beginning of any subsequent turn on the D6 roll of a 4, 5 or 6. The ship may be refitted by visiting any harbour after which it may move as normal.
 - 3 The ship is blown wildly off course. Nominate each sea edge as 1 to 6 and roll a D6. The ship is immediately moved into the map tile indicated. If the ship is moved off the map playing area then it is swept away and lost.
 - 4 Heavy weather takes its toll on the crew, any banner carried by the ship suffers 6xD100 points casualties and any baggage carried is lost.
 - 5 The ship is blown onto a sandbank and becomes stuck fast. The ship must wait for the next high tide before it can move off. The ship misses its next turn but may then proceed as normal.
 - 6 The ship weathers the storm and is propelled into a fast oceanic current. The ship is moved again immediately - the player has no choice but to move as the current is far too swift to allow the ship to remain where it is.

Naval Engagement Chart

Difference in Score**Result**

- 0 Draw - both sides sustain no losses.
- 1 Lower scoring side driven off. The higher scorer may move the lower scoring ships 1 tile along the coast. If this is impossible because the ships are at the end of the map, the lower scorer is destroyed.
- 2 The lower scorer is driven off as for 1 above. In addition, any banners carried by the losing side each lose D6x50 points of troops.
- 3 The lower scorer suffers 1 random ship destroyed together with all on board. Any remaining ships are driven away as for 1 above.
- 4+ Lower scoring side loses all ships and all on board.

Pirate Action Chart

D6 Result

- 1-2 The ship moves upcoast by D6 map tiles. If the ship moves over or into a tile containing a coastal village which has no protecting forces, then the village is razed on the D6 roll of a 4 or more. Independent settlements are always considered to have a small force and so are not razed.
- 3-4 The ship moves downcoast by D6 map tiles. If the ship moves over or into a tile containing a coastal village which has no protecting forces, then the village is razed on the D6 roll of a 4 or more. Independent settlements are always considered to have a small force and so are not razed.
- 5-6 The ship remains in its tile and does nothing this turn.

SPELLS CHARTS

D12	Spell	D12	Spell
1	Abundance	7	Raise Dead
2	Chaos Void	8	Rot
3	Hold River	9	Scrye
4	Magical Protection	10	Storm
5	Portents of Terror	11	Summon Host
6	Quake	12	Withershins

D12	Spell	D12	Spell
1	Blight Crop	7	Prosper
2	Deluge	8	Reign of Madness
3	Trail of Howling Doom	9	Call of Heroes
4	Forge Magic	10	Break Siege
5	Inundation of Blood	11	Shrouding Mists
6	Bumper Crop	12	Tornado of Peril

WINTER SEASON CHARTS

Winter Retreat Chart

D6 Winter Retreat Result

- | | |
|----|---|
| 1 | Banner destroyed - disappearing never to be seen again. |
| 2 | Lose D6x200 points of troops from the banner. |
| 3 | Lose D6x100 points of troops from the banner. |
| 4 | Lose D6x70 points of troops from the banner. |
| 5 | Lose D6x50 points of troops from the banner. |
| 6+ | Lose D6x30 points of troops from the banner. |

Winter Events Table

2D6 Result

- | | |
|---|---|
| 2 | Dragon Rage. From the heart of the mountains at the centre of the world, great Dragons come roaring forth to raze the land and strike terror into all who lie in their path (see <i>The Dragonrage</i> .) |
| 3 | Peasant Revolt. Peasants refuse to pay your entirely reasonable taxes. Ungrateful scum... have you not protected them from the authoritarian rule of your enemies! Lose D6 crowns of revenue this year. |
| 4 | Rebellion. An underling rebels against your rule. Randomly select a fortress in the empire, which becomes an independent settlement. Any troops in the tile are removed. The fortress yields no revenue this year. |
| 5 | Plague. Plague ravages the land. Randomly select one garrisoned settlement in your empire other than the capital. All troops in that settlement are wiped out. The settlement yields no revenue this year. |

- 6 **Raids.** Test for each settlement lying in a tile adjacent to an enemy held tile (including independents). Roll a D6. If the result is 4, 5 or 6 raids and banditry prevent revenue being collected from that tile this year.

- 7 **Increased Revenue.** Your merchants and traders have had a very successful year with goods and wares being sold and transported to the far reaches of the empire. The tax revenue from all this activity adds 1 gold crown to the royal coffers for every city in your empire. The tax cannot be collected from razed cities.

- 8 **Plentiful Harvest.** The fine weather and hard work of your farmers has resulted in a bountiful harvest. For every three villages in your empire, receive 1 additional gold crown of revenue this season. Razed villages yield no revenue at all.

- 9 **Special Tribute.** In gratitude for your just and enlightened rule, your minions selflessly levy an additional tax to pay for statues of you to be erected in every city and village in the empire. Collect an additional D6 crowns of revenue this year. Of course, what you actually choose to spend this windfall on is entirely up to you.

- 10 **Famine.** Widespread famine makes it impossible for your empire to rebuild and repopulate razed territory this year. No recovery roll is made in the recovery phase.

- 11 **Treachery.** For each city or fortress in your empire that borders an opposing empire or independent settlement, roll a D6. On a roll of 6, the settlement switches its allegiance and makes peace with the enemy. Exchange your flag for that of the opposing empire or an independent settlement. The revenue from that settlement can now be collected by your enemy.

- 12 **Dragonrage.** From the heart of the mountains at the centre of the world, great dragons come roaring forth to raze the land and strike terror into all who lie in their path (see *The Dragonrage*).

Dragonrage Action Chart**D6 Event**

- 1 The dragons roar overhead breathing fire and smoke, but wheel away in a new direction causing no damage.
- 2-4 The dragons swoop down upon the tile destroying everything in their path. If the tile contains a settlement it is razed exactly as if it had been razed by an army. If there is a banner in the tile it loses D6x30 points of troops. If there is any area of forest in the tile it is burned and cannot count towards construction during the winter season.
- 5-6 The dragons completely lay waste to the tile destroying any settlements and slaughtering the inhabitants. If the tile contains a settlement it is razed as described above. Any banners in the tile are completely destroyed. If there is any area of forest in the tile it is burned and cannot count towards construction during the winter season. Any ship in the tile is destroyed on the D6 roll of a 4, 5 or 6.

Settlement Revenue Chart

Settlement Type	Revenue Value (crowns)
Capital City	4
Other City	2
Village	1
Fortress	1

Independent Empire Audience Chart

- 1-4 The risible antics of the competing missions convince the king that all foreigners are fools. They are sent back home in humiliation.
- 5 Each player rolls a D6. The highest scoring player impresses the king and he enters into a temporary alliance as described for 5 above. The opposing diplomats disappear into the dungeons and are never seen again.
- 6 Each player rolls a D6. The highest scoring player has ingratiated himself with the king and he enters into a complete alliance as described for 6 above. The opposing diplomats suffer a horrible fate (the successful players can decide what!)

Independent Empire Diplomacy Chart**D6 Result**

- 1-4 The diplomats are thrown out of the king's presence and sent back to their master bearing some terrible humiliation. Examples: stark naked and dyed blue, shaven if Dwarfs, obscene tattoos on forehead, shackled together in chains.
- 5 The empire's ruler is reasonably impressed with the statesmanlike wheedling and diplomatic pleading of the mission. He agrees to a temporary alliance. The player places his own territory counter/s in the independent empire but the settlement models still carry the orange independent flags. The empire now has flags indicating that it is independent, and territory markers showing its allegiance. The allied player may move his forces through the empire without being attacked. The player's banners may not subsist from the allied empire without breaking the alliance. The player may not annexe tiles from the empire to his own empire without breaking the alliance. Espionage does not affect the alliance: such acts can always be blamed on someone else!
- 6 The empire's ruler is completely overawed by all the attention, and his empire enters into a complete alliance with your empire. His entire court is soon aping the fashions and manners of your empire. The independent empire is quickly absorbed into your empire as a technically independent ally, but is really little more than a semi- autonomous province. Replace the independent settlements with those bearing your own flag and treat it as part of your empire from now on.

Expanded Diplomacy Table**D6 Result**

- 0 or less Your envoys are ridiculed and thrown out. You may not send another diplomatic mission to this settlement.
- 1 Your smart talking diplomats fail to impress the ruler, but you may try again in later Winter seasons.
- 2-3 The ruler is well disposed towards you but promises nothing yet, you may add +2 to future diplomacy rolls at this settlement.
- 4 The ruler does not wish to oppose the other empires but will give you Covert Aid.
- 5 The ruler is not yet ready to openly oppose the other empires but grants you Covert Aid and Subsistence Rights.
- 6 The ruler openly declares his allegiance to you and gives you Overt Aid and Subsistence Rights.
- 7+ This settlement is absorbed into your empire with only a few protests from the native traditionalists, you may change the settlement to your flag.

Elite Unit Reinforcement Status					
Elite Status	Proportion of reinforcements (up to)				
	20%	30%	40%	50%	More
+4 Elite	n/e	n/e	+3	+3	0
+3 Elite	n/e	+2	+2	+1	0
+2 Elite	n/e	+1	+1	0	0
+1 Elite	n/e	n/e	0	0	0

Character Starting Experience	
Character	Experience
Unit Champion	21+D6
Heroes and Battle Standard	41+D6
Lords	61+D6
Level 1 Mage	0
Level 2 Mage	21
Level 3 Mage	41
Level 4 Mage	61

Experience Table	
Experience	Level
0-5	Starting level for Level 1 Mage
6-10	
11-20	
21-30	Starting level for Champions, Level 2 Mage
31-40	
41-50	
51-60	Starting level for Heroes, Battle Standard Bearers, Level 3 Mage
61-80	
81-100	
101-120	
121-140	
141-160	Starting level for Lords, Level 4 Mage
161-180	
181-200	

Character Experience Advancement Chart	
2D6	Experience Advancement
2	Survivor: The next time the hero is removed as a Casualty he automatically is unharmed and rejoins his force after the battle. (One time use)
3-5	+1 Initiative
6	+1 Strength
7	Choose either +1 WS or +1 BS
8	+1 Attack
9	+1 Leadership
10	+1 Wound
11	+1 Toughness
12	Survivor and roll once more on this table and gain racial skill/trait see <i>Racial Rules</i> . Once a wizard is magic level 3 he can be used in the capital for Equinox Spell casting.

Razed Settlement Recovery Chart	
D6	Result
1-3	The area remains abandoned and uncultivated. Cities and fortresses remain charred ruins populated only by squatters and bandits.
4-5	The inhabitants gradually trickle back to their homes. Villages recover fully and can provide subsistence as normal. Cities and fortresses remain abandoned and provide no subsistence.
6	The settlement recovers sufficiently to provide full subsistence from the beginning of the campaign season.

Construction Costs Chart			
Project	Cost (crowns)	Forest	Stone
Siege Element	3	1	~
Ship/Ship-of-the-Line	2	1	~
Village into Fortress	a 5	1	1
Fortress in Barren tile	a 10	1	2
Naval Academy	5	1	~
Village into a City	15	1	2
Bridge	1-2	1	~
Road	see Rules	1	1
Temple	10	1	1
Great Wall	3	1	1

Great Wall Breach Chart	
D6	Result
1-3	Repulsed with heavy losses. Wall is not breached. You lose D6x100 points.
4-5	Wall is breached at heavy cost. You lose D6x100 points. Remove 1 wall section. Tile may be scouted and entered.
6	Wall is breached for minimal loss, or surrenders. You lose D6x50 points. Remove 1 wall section. Tile may be scouted and entered.

Great Wall Infiltration Chart	
D6	Result
1-3	Agents are apprehended by vigilant border guards and their heads end up on poles over the gate. The agents fail in their mission, however their contribution to the Great Walls architecture (gargoyles) is greatly appreciated by the populace.
4-6	Using their superior guile and cunning, well generally dressing up as old hags and lepers actually - Agents slip through undetected to proceed with their mission.

Espionage Cost Chart

Assassin	1 crown each
Spy	1 crown for D6
Saboteur	1 crown each
Agents	1 crown each

Assassination Attempt Chart**D6 Result**

- 1 Assassin is uncovered and slain before he has time to do any damage.
- 2 Assassin bungles his attempt and is cornered and slain by enemy troops. However, he still manages to take 2D6x10 points of troops with him. These are deducted from the force list in the same way as troops lost due to subsistence shortfalls.
- 3 Assassin slays an enemy character. The enemy player must select 1 character from his banner. The character is slain and cannot be recovered. Players not fighting tabletop battles lose D6x20 points from the banner's value.
- 4 Assassin slays an enemy character. The assassin automatically slays the character with the highest character level. The character cannot be recovered. Players not fighting tabletop battles lose D6x50 points from the banner's value.
- 5 The assassin slays an enemy character as described under 4 above, and makes good his escape slaying a further 2D6x10 points of troops in the process.
- 6 The assassin slays two enemy characters. One is chosen by the enemy player as under 3 above, and the other is the one with the highest level as under 4 above. If only 1 character is present he is slain and no further damage is done.

Spy Result Chart**D6 Result**

- 1-3 Your spy vanishes without trace and fails to make contact.
- 4 Your spy provides vague information about troop numbers and movements. The enemy player must reveal the total points value of the force in that tile. The enemy player must also inform the player where the force is going to move during the first turn - this may be done secretly to avoid other players knowing.
- 5 Your spy provides exhaustive details of the force's composition. The enemy player must provide details of the entire force including the points values of each banner, and complete details of troops where these apply. This is most easily accomplished by allowing the spying player to see the relevant bits of the force sheet.
- 6 The spy discovers details of other operatives. The spy player may remove D6 other operatives from the map, irrespective of who they belong to and where they are. If there are no operatives left to remove then tough luck the information arrives too late to be of value.

Capital City Assassination Attempt Chart**D6 Result**

- 1-2 The assassin is uncovered and slain before he has time to do any damage.
- 3 The assassin runs riot in the imperial palace, slaying indiscriminately before he is finally caught and slain. The king decides that palace security requires beefing up a bit. One unit of at least 10 models is withdrawn from the army and deleted from the force list. For players not fighting tabletop battles this is represented by deducting 3D6x10 from the army's value.
- 4 The assassin is discovered in the nick of time and the king is saved, although sustaining light wounds which throw him and his court into panic. Rumours of the king's death spread through the army like wildfire. During the first campaign turn a force may only move on the D6 roll of a 4, 5 or 6. On the roll of a 1, 2 or 3 the force remains in its tile. Forces move normally from the second turn onwards.
- 5 The king is wounded but survives the assassination attempt. Rumours and confusion paralyse the army. No forces may move during the first turn of the campaign.
- 6 The king is slain by the assassin and the whole court is thrown into anarchy. Rivals to the throne gather their political and military supporters as the nation teeters on the brink of civil war. Randomly select D3 fortresses. These fortresses take advantage of the anarchy by rebelling against the empire. Replace the fortresses with independent fortresses. Any banners in the rebel fortresses are lost and removed - some troops are assumed to disperse whilst others remain to garrison the fortress. Remaining loyal forces are thrown into confusion and cannot move for the first turn of the campaign. In the second turn they can move on the D6 roll of a 4, 5 or 6. From the third turn they may move normally.

Saboteur Result Chart**D6 Result**

- 1-2 The saboteur is discovered and dealt with before he can accomplish his mission.
- 3 The saboteur sets a barracks ablaze. If there is an enemy banner in the tile D6 x 30 points of troops are slain. Where players have worked out Warhammer armies these casualties are selected by the victim and removed from the banner. If there are no troops in the town there is no damage.
- 4 The saboteur poisons the settlement's food stores. All baggage currently in the tile, including baggage held by enemy banners, is removed.
- 5 If the settlement is a city harbour with ships, the saboteur has sunk part of the fleet. Remove 1 ship. If there is no harbour, the saboteur has engineered an explosion causing much damage. If there are enemy banners in the tile, they must remain there and fix the damage during the first turn of the campaign.
- 6 The saboteur sets fire to the settlement causing immense damage and killing many people. The settlement is considered to have been razed. Banners in the tile and any baggage held by them are not affected. Ships are destroyed on the D6 roll of a 4, 5 or 6, but otherwise escape unharmed to the open sea.

Agent Result Chart**D6 Result**

- 1 The agent is uncovered by local authorities and quietly silenced. The agent is eliminated. Remove the counter.
- 2 The agent infiltrates a nest of enemy operatives and destroys one of them. You may look at all the operatives in the tile, choose and discard any one operative counter you wish and replace the rest face down. Your agent remains in place and may be used again in a subsequent turn.
- 3 The agent infiltrates and destroys an enemy espionage network. You may look at all the operatives in the tile, and remove all of one player's operative counters. Your agent remains in place and may be used again in a subsequent turn.
- 4 The agent is ruthlessly efficient and runs to ground all enemy operatives in the area. Remove all enemy operative counters from the tile. Your agent remains in place and may be used again in a subsequent turn.
- 5 Your agent smashes the local espionage ring and destroys all enemy agents in the tile. Remove all enemy operative counters from the tile. In the process your agent obtains vital information which enables him to follow up his operations in another settlement. The agent counter may be moved into any of your own settlements or to any settlement belonging to a player whose operatives the agent has destroyed this turn. The agent counter may be used again in a subsequent turn.
- 6 Your agent establishes a counter-espionage network of double agents, traitors, and other infiltrators. All the operative counters in the tile immediately become yours - the counters are removed and replaced with your own equivalents. Any operatives in the tile, including the original agent, may be placed immediately on any of your own settlements or any settlements belonging to players whose operatives have been taken over by the agent this turn.

An agent counter may be activated and moved back to any of his own side's settlements on the roll of a 5 or 6 even if there are no enemy operatives in the tile he is in. However, a roll of a 1 still leads to his being uncovered and destroyed presumably by agitators, local militia, police or some other mysterious enemy. If an agent is still on the board with no other operatives he is the last man standing and may be used in the next season.

TERRAIN TABLE				
Lowland	Coastal	River	Highland	Terrain
01-20	01-20	01-15	01-35	Hill or mound approximately 8x8" or equivalent area, but no longer than 12".
	21-25	16-20	36-45	Steep hill approximately 8x8" or equivalent area, but no longer than 12".
21-25	26-30	21-25		12" length of ditch or drainage channel. May be divided into three 4" sections.
26-35	31-35	26-30		12" length of hedge. May be divided into three 4" sections.
36-40	36-40	31-35	46-50	12" length of stone wall. May be divided into three 4" sections.
40-62	41-50	36-45	51-52	Wood or orchard approximately 8x8" or equivalent area, but no longer than 12"
63-65	51-53	46-48	53-55	Dense scrub or undergrowth covering approximately 8x8" or equivalent area, but no side longer than 12". Constitutes difficult ground.
66-67	54-56	49-50	56-70	Boulder strewn or comparable terrain approximately 8x8" or equivalent area, but no longer than 12". Constitutes difficult ground.
68-70	57-59	51-53	71-72	Ruins approximately 8x8" or equivalent area, but no longer than 12". Constitutes difficult ground and may include defensible obstacles.
71-73	60-62	54-61	73-77	A single building with gardens enclosed by a hedge or wall covering an area no more than 8x8" or equivalent area, but no longer than 12".
74-76	63-65	62-63		Three small buildings arranged within a 12x12" area
77-79	66-68	64-66		A small farmyard comprising a farmhouse with one or two outbuildings bounded by a wall encompassing an area no more than 12x12".
	69-70	67-68		An inn and stable within a walled courtyard bounded by a wall encompassing an area no more than 12x12".
80-81	71-76	69-75		An uncrossable approximately circular pond with a diameter no greater than 8".
	77-79	76-77		One flanking table edge is a large uncrossable river or the sea coast. Troops may not move off this edge, and any troops being pushed back or routed off the edge are all lost. Pursuers and other troops are halted.
82-86	80-85	78-87	78-83	A section of river or stream. Such bodies of water represent tributaries or small rivers not included on the map tile. If the tile is highland the result is always a stream.
87-90	86-93	88-95		An approximately circular bog with a diameter of no more than 8".
91-93	94-95	96-97	84-85	An area enclosed by ancient or agricultural earthworks. These are represented by 24" of earthen ramparts in 4" sections. They are as high and equivalent in all respects to walls. Earthworks may be positioned in any manner within an area no greater than 12x12".
94-98	96-98	98-00	86-88	A graveyard or any form of burial ground equivalent in area to 8x8" and no more than 12" long.
99-00	99-00		89-93	A stone cairn tomb or group of tombs covering ground equivalent in area to 8x8" and no more than 12" long. Counts as very difficult ground.
			94-00	A sheer sided, deep gully or chasm between 8 and 16" long and 3" and 6" wide. The gully can be entered at its short sides, but troops cannot move in or out via the long sides. Troops pushed back or routed over a long side plummet to their death. Pursuers and other troops halt automatically.

Pincer Attack Arrival Chart

- | | |
|-----|---|
| 1 | The force has been unexpectedly delayed and will not arrive for a further D6 turns. When the force eventually arrives it is positioned on the player's own table edge, and may not move until the following turn. |
| 2-3 | D6 units and any or all characters arrive on the player's own table edge. Troops may not move until their following turn. Remaining units may be brought onto the table at the rate of one per turn together with any remaining characters. Troops may not make a move until the turn after their arrival. |
| 4-5 | D6 units and any or all characters arrive on a randomly determined flank edge. Troops may not move until their following turn. Remaining units may be brought onto the table at the rate of one per turn together with any remaining characters. Troops may not make a move until the turn after their arrival. |
| 6 | The entire force may be brought onto the player's own table edge or any or both flanking edges. Troops may not move until their following turn. Any troops not placed on the table immediately may be brought on at any of the edges indicated at the rate of one unit plus any characters per turn. Troops may not make a move until the turn after their arrival. |

Rank & File Casualty Recovery Chart**D6 Recovery**

- | | |
|-----|--|
| 1 | No models lost as casualties are recovered |
| 2 | 1 in 4 casualties from each unit are recovered |
| 3-4 | 1 in 3 casualties from each unit are recovered |
| 5-6 | 1 in 2 casualties from each unit are recovered |

Character Casualty Recovery Chart**D6 Character's Fate**

- | | |
|-----|--|
| 1 | Dead |
| 2-3 | Wounded but rescued from the battlefield by friendly troops. Roll to determine his wounds using the <i>Wound Chart</i> . |
| 4-5 | Lies unhurt but unconscious on the battlefield. If his side is victorious, or if the result is a draw, he recovers automatically at the end of the game. If his side is beaten he will be captured by the enemy. |
| 6 | Although lightly wounded he manages to escape permanent harm and avoids his enemies. The character makes a full and immediate recovery and rejoins his force. |

Character Execution Chart**D6 Character Execution Result**

- | | |
|-----|---|
| 1 | Character overpowers guards and escapes by means of heroic subterfuge, spectacular swordplay, and unrivalled bravado. The character immediately rejoins the nearest friendly force. His equipment has been lost, but he may be provided with a hand weapon, light armour and shield without cost. |
| 2 | Character escapes by feigning illness, slipping past his guards and leaving his enemy's camp dressed as a serving woman, leper, or beggar. The character immediately rejoins the nearest friendly force as for 1. |
| 3 | Character escapes by bribing the executioner to substitute his body or fake his death. Abandoned and destitute, the character makes his way towards his capital, reaching it at the end of the campaign season. |
| 4 | Character's execution is stayed at the last moment due to evil omens, portents of doom, and other irrefutable indications of divine disfavour. The character remains a prisoner. |
| 5-6 | Character fails to come up with a convincing plan of escape and is duly executed by his captors. |

WEATHER TABLE

2D6 Result

2 **Snow:** Snow primarily inhibits movement. All troops on foot suffer -1M and mounted troops suffer -2M when moving through snow, and -1 to rally attempts. Roll a d6 at the beginning of each turn (each player rolls for his or her own turn) and consults the table below.

1 A blizzard has begun. The wind blows furiously, and the snow whips about. All figures suffer the following penalties: on foot -1M, mounted -2M, sight is limited to 18", -1 to hit on all missiles (not including war machines) and flying models can only fly half distance.

2-3 Snow begins to fall heavily. Rules for both snow and fog apply as above.

4-6 No Changes

3-4 **Fog/Clouds:** Heavy fog is a detriment to vision. Roll an Artillery dice and multiply the result by 3 to find out how far in inches the troops can see. Maximum range on all missile weapons, war machines, and spells is the result. Similarly, units can only charge enemies it can see.

1 A storm has begun with raging wind and blinding rain. All troops suffer the following penalties: on foot -1M, mounted -2M, a further -1 to hit with missiles, range on all missiles as per fog. Further, all hills become treacherous - no figure may move up or down any incline.

2-3 Rain begins to fall heavily and the wind begins to blow. Rules for both rain and wind apply as above, cumulative.

4-6 Rules apply as above with no changes.

5-9 **Normal** No changes

10 **Windy:** Windy weather primarily affects missile troops. All missile troops suffer a -1 to hit during windy conditions. This includes thrown weapons, but not war machines. Flyers movement is halved.

11 **Rain:** Flyers movement is halved. All missile troops suffer a -1 to hit. Any war machine that does not use BS to hit may only shoot on a 4+ on D6. Roll each turn to see if it may shoot. Also, -1 to rally attempts. Roll a d6 at the beginning of each turn (each player rolls for his or her own turn) and consults the table below.

12 **Storm:** Flyers may not take off, and it must use its ground movement rate. -2 to missile fire. Any war machine that does not use BS to hit may only shoot on a 6+ on D6. Roll each turn to see if it may shoot. Also, -1 to rally attempts. Roll a d6 at the beginning of each turn (each player rolls for his or her own turn) and consults the table below.

1 A tornado has struck! It comes down somewhere on the battlefield and starts moving. Measure the centre of the table and then roll misfire and scatter dice (re roll any misfires). This is where the tornado touches down (a 'hit' indicates the centre of the table). Roll misfire and scatter dice again (re roll any misfires) and mark the location. This is where the tornado stops (ignore 'hit' rolls and use the indicator above the word 'hit' for the direction). Anything along the path of the tornado suffers D6 (use the stone thrower template for the path - any model which is covered by the template is hit; any model partially under the template is caught on a 4+). Buildings passed over by the tornado suffer the same effects. Any woods crossed become impassable along the path of the tornado. Mark where the tornado stops. If a tornado is rolled again the following turn, it continues from the previous place that it stopped. If a tornado is rolled again later in the game determine a new starting point as described above.

2-3 Thunder and lightning begins raging across the sky. Rules for both storm and wind apply, cumulative. In addition, at the start of each player's turn lightning bolts will strike one or more units. Each player rolls D6. The player that rolls the lowest nominates one of his own units to be struck by lightning. If roll is a tie, both players nominate one of their own units. Each unit that is struck takes D6 Strength 5 hits.

4-6 Rules apply as above with no changes.

Note: Once rain has affected armies, they stay soaked for the rest of the battle. Apply the worst penalty from the weather so far to missile units each time they shoot.

Character Wound Chart				
2D6	Wound	Recovery Time	Penalty Recovering	Whilst Permanent Effects
2	Severe Arm Wound	Remainder of campaign season	out of action	Amputation. May not use shield. WS-2.
3	Light Arm Wound	1 turn	WS-3, S-2	None
4	Critical Head Wound	Remainder of campaign season	out of action	Int-2, Cl-2, Ld-1
5	Severe Head Wound	3 turns	out of action	Int-1
6	Light Head Wound	2 turns	W-1, WS-2, BS-2, Int-1	None
7	Superficial Head Wound	1 turn	W-1, WS-1, BS-1	None
8	Light Body Wound	2 turns	S-1, T-1, W-1	None
9	Severe Body Wound	3 turns	out of action	T-1
10	Critical Body Wound	Remainder of campaign season	out of action	T-2, S-1, W-1
11	Light Leg Wound	1 turn	M x ½	None
12	Severe Leg Wound	Remainder of campaign season	out of action	Crippled, M x ½

CAMPAIGN WORLD CHARTS

Orc & Goblin Forced March Chart	
D6	Effect of Forced March
1	Lose D6x50 points value of troops from the banner
2	Lose D6x20 points value of troops from the banner
3	Lose D6x10 points value of troops from the banner
4	Lose D6x5 points value of troops from the banner.
5 or 6	No effect. The force survives its gruelling march without sustaining further casualties.

Chaos Void Sorcerer Result Chart	
1-2	Sorcerer sucked into the void and lost
3	Nothing happens
4	Summon 1d6x50 pts of daemons
5	Summon 1d6x100 pts of daemons
6	Summon 2d6x100 pts of daemons

Brettonnian Local Militia Chart				
D6	Village	Fortress	City	Capital
1	None	None	None	D6x10
2	None	D6x10	D6x20	D6x20
3	D6x10	D6x20	D6x20	D6x20
4	D6x10	D6x20	D6x20	D6x30
5	D6x20	D6x30	D6x30	D6x30
6	D6x30	D6x50	D6x50	D6x50

Dogs of War Temple Patronage Chart	
1	Pike unit worth 250 points For one season Non cumulative
2	Engineer (use Imperial Engineer) worth 55 points For one season non cumulative
3-4	Trade Caravan returns gain extra D6 crowns plus one magic item worth up to 50 pts
5	Innovative Tactics +1 to combat resolution for that campaign season
6	Fleet improvements either +1 to naval resolution for a campaign season or one free ship